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NI NO KUNI

WRATH OF THE WHITE WITCH™

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Game Basics

This section delves deeper than the game's manual and tutorials in providing an overview of the game's secrets and tasks, explaining the tactical side of its battle system, and covering the various ways of acquiring and strengthening familiars. If there's anything in the game that you don't understand, check it out!



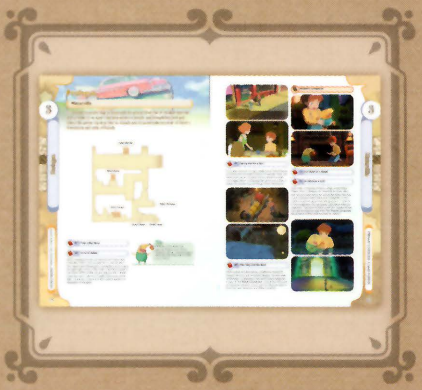
Familiars

There are 300 different familiars you can serenade or metamorphose. This section—organized by familiar number and family—provides a comprehensive look at each familiar's abilities, tricks, and different forms. If you're wondering which familiars are worth using or trying to compare your metamorphosis options, look no further.



Walkthrough

The walkthrough will take you through the game, start to finish, covering not only the storyline objectives and boss strategies, but all of the game's optional content along the way. That includes all of the tasks, hidden areas, and hidden treasures as they become available. It's free of story spoilers, so read it without fear.



Tasks

While all of the pre-ending tasks are covered during the walkthrough, players who prefer to take them at their own pace can also find full coverage of them in this section, conveniently ordered by task journal number.



How To Use This Guide



Appendices

The appendices provide detailed stats on each of the game's enemy creatures, entries for all of the spells, songs, and trickshots your party members can perform, details on all of the items in the game (including their alchemy formulae), coverage of the Solosseum and casino challenges, and the list of in-game trophies.



Interviews and Image Gallery

This section gives you a closer look at what it took to create Ni no Kuni. There are interviews with key members of the team, and an art section that shows how Ni no Kuni was brought to life through wonderful drawings.





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Game Basics



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Game Basics

1

The Basics of Adventuring

Oliver didn't come to the other world to hunt for hidden treasures, master the arts of alchemy, and dabble in the dangerous world of bounty hunting. But as long as he's here, he might as well have some fun! Ni no Kuni is a game full of perils, but boredom should never be one of them.

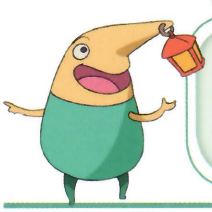
Collecting Treasures

With several hundred familiars to outfit and scores of alchemical formulae that all require different ingredients, Oliver and his friends are going to need a whole lot of stuff. You can buy a variety of provisions and armaments in each town, but only a tiny fraction of the game's items ever hit store shelves—acquiring the rarest and best items will require some extra effort on your part.

Hidden Overworld Treasures

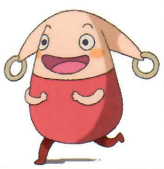
One hundred hidden treasures have been scattered throughout Ni no Kuni's massive overworld. The hiding spots have no distinctive appearance, but if you examine certain prominent landmarks (large rocks, isolated trees, the tips of landmasses, etc.), you might discover a treasure. In the latter half of the game, you learn a spell that causes these items to appear as treasure chests on your mini map, making them much easier to find. But at that point, the contents of these hidden treasures won't be quite so exciting, often consisting of low-level provisions and weapons you've long since outgrown. It's always best to get the loot when it still matters, which is why we cover the hidden treasures of each area in the walkthrough section of this guide. Note, however, that not all hidden treasures are accessible the first time you visit a new region of the world map; some can only be reached with the help of spells or modes of transportation that become available later in the game.





Tip

If you collect all 100 hidden treasures, you'll unlock a silver trophy for your efforts.



Tip

Trying to figure out which hidden treasures you've already found? Check the "Regions of the World" section of *The Wizard's Companion* and zoom in on the maps; a keyhole icon appears at every point on the map where you've found a hidden treasure.

Twinkling Forage Points

You can also collect items—usually alchemy ingredients—from twinkling forage points scattered throughout Ni no Kuni's overworld. Unlike hidden treasures, these can be seen clearly, although they may be tucked away in rarely visited regions of the world. Forage points also grow back, allowing you to forage the same items over and over again. The speed at which forage points reset varies based on the rarity of the items, from as little as five minutes to a full hour. Even if you have no use for the specific ingredients, forage as many as you can; you can always sell the extras.

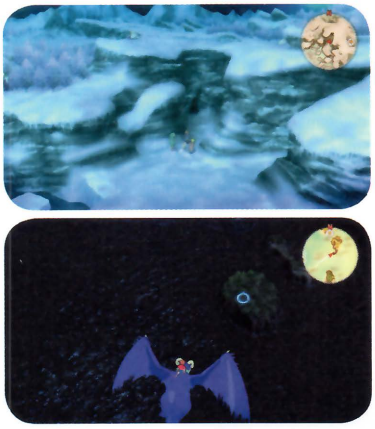


Hidden Caves and Forest Glades

Towns and dangerous places appear as special icons on the game's mini map, but there's more to Ni no Kuni's world than is immediately apparent. There are also plenty of hidden areas, each offering a few treasure chests (often with excellent loot) and a handful of NPC characters who may have information or tasks to share. Half of the hidden areas are caves, and avid explorers should be able to spot the black holes in the sides of cliffs that mark their entrances. But the other half are forest glades, and they're a lot tougher to spot. Whenever you see a cluster of trees, walk through the center of it, and if there's a hidden area, you'll find it. NPC townsfolk and task descriptions

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will sometimes provide useful hints about their locations. (And of course, we point them all out in the walkthrough section of this guide.)







Tip

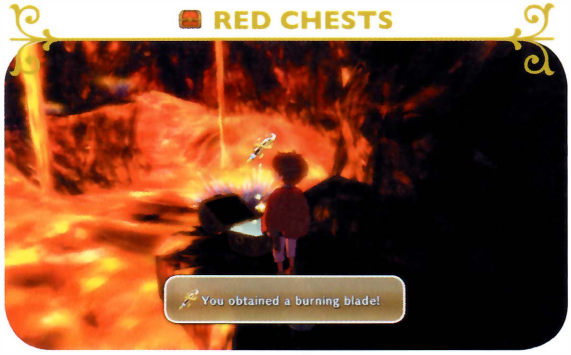
Like hidden treasures, hidden areas you've discovered become magically marked on the maps in the "Regions of the World" section of *The Wizard's Companion*.

Pots and Treasure Chests

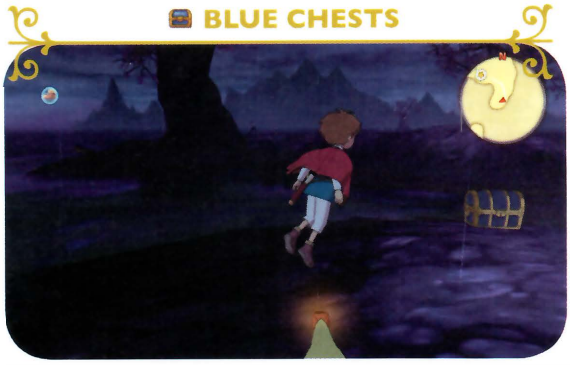
There's treasure to be found in five types of containers, each with special properties, in places like towns, dangerous places, and hidden areas.



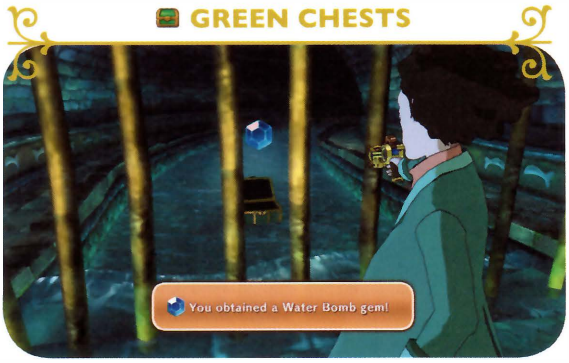
These are typically found in towns, and usually contain provisions, treats, or small amounts of money. Like the twinkling forage points on the world map, the contents of pots may return to be claimed again after a preset amount of time passes—usually around 15 minutes. However, the pots that hold the best items can only be looted once.



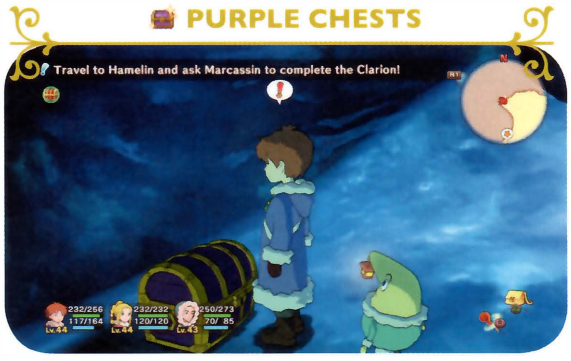
These are the most common kind of treasure chest. They're unlocked, located in plain sight, and require no special measures to open.



These chests are locked, and the keys are nowhere to be found. Fortunately, Oliver learns the Spring Lock spell early in the game and can use it to crack open blue chests.



These are among the game's best-hidden secrets, and they can only be claimed if you have Swaine in your party. Most areas hold one green chest, hidden in some obscure corner of the town or dangerous place. To spot them, you often need to use the right analog stick to look beyond the traversable part of an area. Once you've spotted a green chest, you need to find a nearby spot where you'll have a clear shot at it; when you're in the right place, an exclamation point pops up over Oliver's head. That's your cue to press ✕ and have Swaine bring up his treasure-claiming gun. Move the crosshairs over the green chest and press ✕ again to grab the loot.

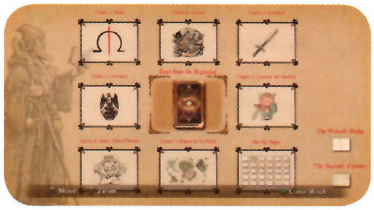


These chests are locked and warded against magical intervention, so your Spring Lock spell alone won't be enough to get them open. But when you acquire the fully empowered Mornstar wand during your adventure, you'll have enough power to force the Spring Lock spell through. At that point it will take a lot of backtracking to find all the purple chests you've passed, but their contents are so powerful that it's worth the trouble.

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The Wizard's Companion Pages

Oliver's Wizard's Companion will be an invaluable asset throughout his quest. But it's also something of a quest objective itself: Large chunks of the book are missing, and for Oliver to complete it, he needs to find the missing pages one by one. While many of the missing pages will be found at set points on your journey, others require some special action on your part. Here's what you'll need to do to find the pages from all seven chapters of the book (Magic, Alchemy, Equipment, Provisions, Creatures & Familiars, Tales of Wonder, and Regions of the World).



Magic

The magic spells in this section of the book are mostly earned from NPC characters as part of the story's progression. But there is a series of very useful optional spells that you can only learn by answering the questions of a young ghost named Horace. Horace appears in most of the game's towns, offering rewards for those who are willing to scour *The Wizard's Companion* for some obscure piece of knowledge. However, Horace only appears in a new place if you've answered all of his previous questions correctly, so it isn't a good idea to move on to a new area before you've won his prize.



Alchemy

The alchemy section expands as you're taught new alchemical formulae, typically from completing tasks that involve alchemy. A few additional sections are filled in by speaking to characters who offer formulae without requiring you to complete a task.



Equipment

Most of this section is initially available to you. But there are a few pages covering high-level equipment that can only be unlocked by completing certain item-related tasks.



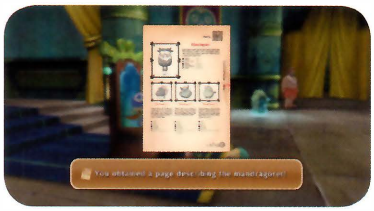
Provisions

This section consists of provisions, ingredients, treats, and gems. These consumable items are the most abundant in the game, and common varieties can be found in foraging spots throughout the world map. However, the more rare versions can only be found in chests or stolen from creatures.



Creatures & Familiars

Some of the missing sections of the creature pages are only found after you defeat certain bosses (all of which you will face during the course of Oliver's quest). There's also a page for a rare family of familiars that can only be discovered by completing the optional Solosseum challenges.



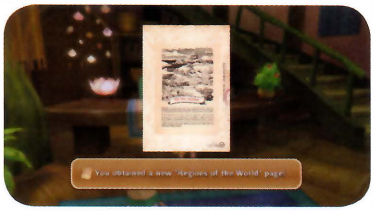
Tales of Wonder

Initially, this section of stories is almost completely missing. You'll find many of the tales by defeating bosses and completing other objectives, but to fill in some pages you'll need to revisit important NPCs or search in areas that have special significance to the game's storyline.



Regions of the World

Whenever you stay at a town's Cat's Cradle inn, the memories of the previous guests magically fill in the pages related to that region. Make sure to spend at least one night in every town in the game!



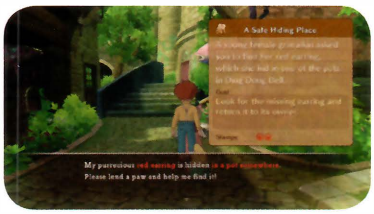
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Tasks

While you're free to strike out in search of hidden treasures, hidden areas, and pages of *The Wizard's Companion* whenever you like, there are also plenty of things to do that are slightly more structured in nature, including two types of tasks that are tracked in Oliver's journal.

Errands

Throughout the game, residents of the towns you visit run into problems for which they could use a hero's help. You can find townsfolk in need by looking for the flashing blue dots on your mini map that indicate a citizen with a task to offer. Alternatively, you can visit the local Swift Solutions chapter, a business that allows anyone in need to post a request on its bulletin board. The bulletin boards will give you a list of the errands available and hints on where to find the clients, which can be useful when the client is living in a different town or a hidden area. To accept the errand, speak directly to the client and let them know you're interested. This adds the errand to your journal and, in some cases, makes other NPCs related to the errand appear as flashing blue dots on your auto-map. When you've completed the client's request, return to the client to report your triumph and collect your reward.



Errands aren't timed, so you can take as long as you want to complete them. (If you forget what the next step is, you can always find a summary of what you're doing in your task journal or on the board at Swift Solutions.) But as a general rule, it's best to do errands shortly after they appear, since completing them may be a prerequisite to unlocking other tasks, and the rewards the clients offer may lose some of their luster if you wait too long. Unlike bounty hunts, most errands don't involve combat, so they're a low-pressure way of gaining money and items, and they offer a nice break when you grow weary of fighting.



Bounty Hunts

Bounty hunts are special tasks offered only at the counter of Swift Solutions, and they always involve hunting down and defeating a particular creature. The task description will tell you the general region in which you can find the creature, and once you arrive there, you can look for a flashing blue dot on your mini map to find its exact position. Most bounty hunt targets are special non-familiar creatures that are far tougher than normal foes but not quite as tough as bosses. Once you've bested your quarry, return to any Swift Solutions and report the results to earn your reward.



Merit Rewards

Besides cash and items, all errands and bounty hunts offer a certain number of merit stamps as an additional reward. These merit stamps are collected on merit stamp cards, and when full, merit stamp cards can be redeemed for merit awards at the counter of Swift Solutions. Merit awards are special properties that are always active, such as faster movement, a chance of getting two items instead of one from a twinkling forage point, or a reduction in the MP cost of your spells. See the "Tasks" section of this book for the full list of merit awards.





Tip

After every 10 or so tasks, you'll receive a bonus stamp in addition to the promised amount, and after 100 or so tasks, you'll start receiving bonus stamps in greater amounts. Add up all the promised merit stamps and the 10 bonus stamps, and you'll have exactly enough merit stamp cards to purchase every merit stamp reward in the game.

The Solosseum and the Crypt Casino

In addition to errands and bounty hunt tasks, players who have reached a certain point in their adventure are free to participate in a series of arena challenges known as the Solosseum, or to tackle four different casino games—some classic, some original—at the Crypt Casino found on the Tombstone Trail. While these diversions offer some nice rewards, they are entirely optional objectives. You're free to pursue them whenever you like, and as much or as little as you desire.





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Alchemy

Besides finding items as treasures and earning them from tasks, there's one more way to get the stuff you need: Make it yourself! Once you acquire an alchemy cauldron, you'll be able to mix lesser items and ingredients together to make a wide variety of provisions, treats, arms, and armor—including many that can only be acquired via alchemy.

Cooking Freestyle

There are two ways to make items via alchemy. You can "Follow a Formula" by selecting one of the formulae (recipes) that you've acquired on your adventure and hitting ✕ to automatically mix together the ingredients (provided you have all the necessary ingredients) and make your item. Alternatively, you can "Mix and Match," throwing ingredients in willy-nilly in hopes you come up with something. There's no penalty for attempting to make items this way; if the ingredients don't work together, they'll all be returned to you upon the recipe's failure. You can also use the "Mix and Match" option to cook from formulae you've seen somewhere—in this book, for example—but haven't yet acquired in the game.



Collecting Formulae

You can acquire formulae only from the residents of the other world. Some will teach you new formulae as a reward for completing an errand, while others will happily teach anyone who's willing to listen. Once you acquire the alchemy cauldron, start talking to everyone in each new town you visit, as there's almost always someone with formulae to teach. Of course, we call these characters out in the walkthrough.



Acquiring Ingredients

Alchemy employs a wide variety of items, and finding them won't be easy. Don't discount the local Hootique shops in each town, which sell many of the food ingredients that treat and provision formulae require, and the Cawtermaster's Stores, which sell most of the arms and armor that can be upgraded via alchemy. Beyond that, there are scores of exotic ingredients that can only be acquired from twinkling forage points, as hidden treasures, or by defeating enemy creatures. Nearly all creatures in the game have two items—one common and one rare—that they may drop when defeated. They also have two items—again, one common, and one rare—that Swaine can steal with his Mugshot trickshot. Aspiring alchemists should try to fight a wide variety of foes and steal from them whenever the opportunity presents itself.







Tip

Whenever you fall in battle, it'll cost you 10 percent of your cash to revive your party and continue. That doesn't sound like a lot, but it adds up, and gives you a good incentive to spend your money freely. Don't be shy about spending nearly all of your money on items like treats and new weapons in town; you'll get plenty more cash before you reach the next town. Don't sell unneeded items like old equipment unless you need the money; otherwise you risk losing it to the continue penalty.

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The Basics of Familiars

Oliver can swing a stick with a decent amount of force, but let's face it—the lad was built for spell-casting. When the battles get tough, he's going to want someone else to do the heavy fighting, and that's where familiars come in. Raise them right, and they'll serve ably as your heroes' warriors, bodyguards, and companion elemental trick performers.

Recruiting Familiars

You receive your first few familiars as part of the game's storyline, but after that, you'll have to catch your own. After Esther officially joins your party, you gain the ability to recruit familiars by defeating creatures, impressing them with your prowess, and then having Esther play her Serenade song to lure them over to your team. Note that you don't get to choose which creatures you want to turn into familiars—they're the ones that choose you. The odds that a heart will appear over the head of a defeated creature vary by their type, landing at around 25 percent for the most docile creatures and going down to 4 percent for rarer and more powerful creatures. If you want a specific one, all you can do is battle it over and over again until you get lucky.



Each human party member can hold up to three familiars at once, and these familiars will gain experience points whether they're actually used in battle or not. As a general rule, you'll want at least two usable familiars that you can alternate between, with the third slot being saved for familiars you're trying to level up. You can also carry three extra familiars in your reserves, which can be swapped into your active party at any time outside of combat. However, familiars in your reserves do not gain experience



Familiar Genuses

All of the game's 300-plus familiars are divided into 14 different genuses. While there are differences from familiar to familiar, members of the same genus typically share the same strengths and resistances. Each genus also excels at certain abilities and is likely to gain points in those abilities more quickly than in other abilities. Each of your four human party members specializes in dealing with certain genuses, and your familiars will receive a 10 percent bonus to their abilities when they're being used by that particular human. (When moving a familiar from one character to another, look to the area above and to the right of that character's roster to see the icons showing which familiars he or she is most compatible with.) While players should definitely take advantage of that bonus when they can, make sure each character has access to a good variety of familiars. For example, Oliver may be most compatible with aggressive fighters, but it's still to your advantage to make sure that he has access to an elemental trick performing familiar, even if there's no compatibility bonus.



Milites

Best Abilities	Attack, Evasion, Accuracy		
Weak To	Unconsciousness, Confusion		
Resists	Poison, Curse		
Most Compatible With	Oliver	Favorite Treat	Chocolate (Attack)



Bestiae

Best Abilities	Evasion, Accuracy, Attack, Defense		
Weak To	Sleep		
Resists	Blindness		
Most Compatible With	Swaine	Favorite Treat	Ice Cream (Evasion)



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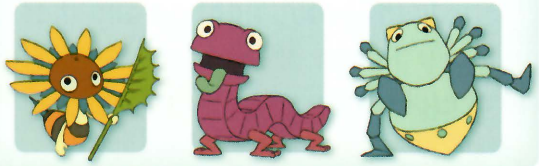
Aquatica

Best Abilities	—
Weak To	Poison
Resists	Petrification
Most Compatible With	Esther
Favorite Treat	Pie (Accuracy)



Vermes

Best Abilities	Magical Attack, Evasion, Magical Defense
Weak To	Unconsciousness
Resists	Poison
Most Compatible With	Oliver
Favorite Treat	Sundae (Magical Defense)



Aves

Best Abilities	Evasion, Accuracy, Magical Defense
Weak To	Blindness
Resists	Sleep
Most Compatible With	Esther
Favorite Treat	Ice Cream (Evasion)



Nymphae

Best Abilities	Magical Defense, Evasion, Accuracy
Weak To	Curse
Resists	Nix
Most Compatible With	Marcassin
Favorite Treat	Cake (Magical Attack)



Minima

Best Abilities	Accuracy, Attack, Magical Defense, Evasion
Weak To	Sleep
Resists	Confusion
Most Compatible With	Marcassin
Favorite Treat	Pie (Accuracy)



Dracones

Best Abilities	Attack, Defense
Weak To	Poison
Resists	Unconsciousness
Most Compatible With	Oliver
Favorite Treat	Chocolate (Attack)



Automata

Best Abilities	Attack, Defense, Magical Attack
Weak To	Stun, Nix
Resists	Sleep, Confusion, Poison
Most Compatible With	Swaine
Favorite Treat	Flan (Defense)



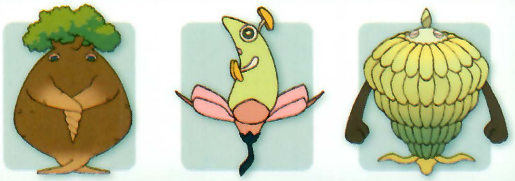
Arcana

Best Abilities	Magical Defense, Defense, Magical Attack, Evasion, Accuracy
Weak To	—
Resists	—
Most Compatible With	—
Favorite Treat	Cake (Magical Attack)



Flora

Best Abilities	Defense, Magical Attack, Magical Defense
Weak To	Curse
Resists	Stun
Most Compatible With	Esther
Favorite Treat	Flan (Defense)



Daemonia

Best Abilities	Magical Attack, Magical Defense, Attack, Evasion
Weak To	Petrification, Confusion
Resists	Unconsciousness, Curse
Most Compatible With	Marcassin
Favorite Treat	Sundae (Magical Defense)



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Mortui

Best Abilities	Magical Defense, Evasion, Attack, Defense
Weak To	Petrification, Nix
Resists	Unconsciousness, Blindness
Most Compatible With	Swaine
Favorite Treat	Cake (Magical Attack)





Nobilia

Best Abilities	—
Weak To	—
Resists	—
Most Compatible With	—
Favorite Treat	Pie (Accuracy)



Gaining New Tricks and Command Slots

All familiars can attack and use one pre-determined command. They then have up to 4 other commands that you can allot "tricks" to. Tricks are special attacks and spell-like effects that familiars can use by spending their master's MP (magic points). Familiars learn new tricks at predetermined levels, but players can also teach them tricks by feeding them gems. Not every familiar can eat every gem; the elemental nature of the gem needs to agree with them. But most familiars are able to eat a wide variety of gems. Gems are a great way to teach powerful abilities to lower-level familiars who would otherwise be useless in combat. Gems can't be purchased or made in the alchemy cauldron, but they are commonly found in treasure chests and as task rewards.



To use a trick in combat, it must first be placed in a command slot. Select the familiar from the Friends & Familiars menu and press ▲ to open up the Commands option in order to allocate tricks into the command slots from its list of known tricks. Familiars have a limited number of command slots in which to place their tricks. Initially, most familiars have only a single free command slot, but you can unlock three additional command slots via some combination of leveling them up in combat, raising their familiarity by giving them treats, and making them metamorphose.

Familiars can also only learn up to 8 tricks in their list of known tricks. If you want your familiar to learn a new trick once it reaches this limit, you must permanently replace one of its existing tricks in that list.

The specifics vary for each familiar, so see the Familiars chapter for details..



Familiars' Celestial Signs

Each creature has one of four celestial signs—sun, star, moon, or planet—that alters its special properties and determines what treats it needs to eat to metamorphose into new forms. Each sign also has a double version, which increases the magnitude of its effects. Even when doubled, the effects of signs are often modest compared to the effects of elemental types (which we'll cover in the "Basics of Combat" section), but they can make all the difference in a tough fight. The rarest signs are planet and double planet, which are highly prized for the experience bonus they provide to their lucky holder. The double-planet sign is especially strong, as it offers bonuses against every other sign (except the planet sign).

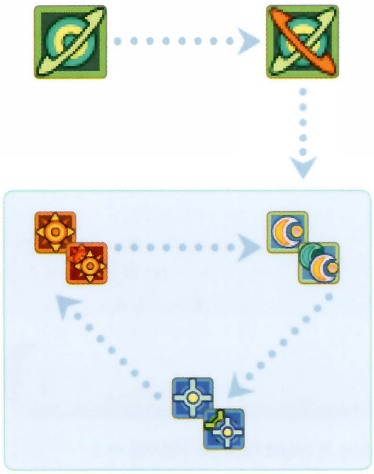
Some creatures always have the same sign, while others may have a normal sign or its double variant, and a select few may have three different signs—usually a normal sign, its double variant, and the planet or double-planet sign. Normal signs are usually the most common, with double signs appearing less often and planet signs appearing only very rarely. Once a creature joins you as a familiar, its celestial sign is set for life, even if it metamorphoses into another form.

Celestial Sign Effects

SIGN	EFFECTS
Sun	+5% resistance to fire-type attacks and the sleep ailment
Double Sun	+10% resistance to fire-type attacks and the sleep ailment
Star	+5% resistance to storm-type attacks and the poison ailment
Double Star	+10% resistance to storm-type attacks and the poison ailment
Moon	+5% resistance to water-type attacks and the confusion ailment
Double Moon	+10% resistance to water-type attacks and the confusion ailment
Planet	+5% experience point bonus
Double Planet	+10% experience point bonus

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Celestial Sign Relationships



The sun, moon, and star signs have a rock-paper-scissors relationship, where sun beats moon, moon beats star, and star beats sun. The result of this is that, in combat, a sun-sign familiar will deal 20 percent extra damage to a moon-type (or double-moon-type) familiar but 20 percent less damage to a star-type (or double-star-type) familiar. If the attacker has a double sign, the bonus and penalty will both rise to 30 percent: For example, a double-star-sign familiar will do 30 percent extra damage to a sun-type (or double-sun-type) familiar and 30 percent less damage to a moon-type (or double-moon-type) familiar.

The planet sign works differently. A familiar with a planet sign has no bonuses or penalties against any familiars, except for a hefty 50 percent damage bonus against familiars with a double-planet sign. Meanwhile, a double-planet-sign familiar will enjoy a 10 percent damage bonus against sun-, star-, and moon-sign familiars (and their double variants) but has no particular advantage or penalty against a planet-sign familiar.





Tip

Virtually all of the powerful enemies that appear in bounty hunts have the sun sign, so the sun-trumping star sign (or better yet, the double-star sign) is particularly valuable. Note that normal bosses have no sign at all.

Feeding Your Familiars

On the course of your task you'll acquire countless sweet treats that can be fed to your familiars. Treats boost a familiar's primary ability and also an ability known as familiarity, which reflects how much it likes you. Treats also fill up your familiars, and they'll refuse to eat if all 10 of the circles that reflect their stomach capacity are full. The only way to empty those circles is to work off those calories in combat; each battle you participate in will remove one circle of fullness from each of your familiars.

You can boost each familiar's abilities by a maximum of 50 points, spread as you choose across its six abilities. However, you can't just load them up with treats to give them all 50 points worth of boost right away. Each familiar has a familiarity bar that consists of five hearts; for each heart that fills up, you can boost them a maximum of 10 ability points.



Feeding familiars treats will boost their familiarity, with each new level of treat doubling the familiarity gains. Each familiar also has a favorite type of treat (determined by their genus—see the profiles in the "Familiar Geneuses" section above), and when you feed it that treat, pink hearts will rise over its head and it will emit a happy squeal that reflects the double familiarity bonus it receives. Filling up the first familiarity heart is easy, but each one is harder than the last, and to fill up the later hearts you'll need to feed your familiars lots of their favorite treats, even if they've maxed out the number of bonus ability points they can earn. Fortunately, you can buy low-level treats in bulk amounts from any Hootique store, so even if the effect of eating them is modest, you can at least keep your familiars full and gradually raise their familiarity.



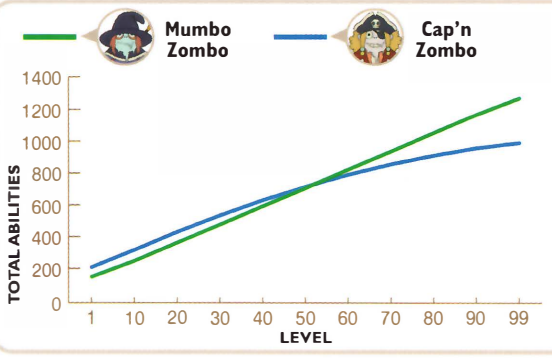
Once you acquire the alchemy cauldron, you can begin turning the low-level store-bought treats into more effective treats through alchemy. Most of the ingredients you need to upgrade them are also sold at Hootiques.

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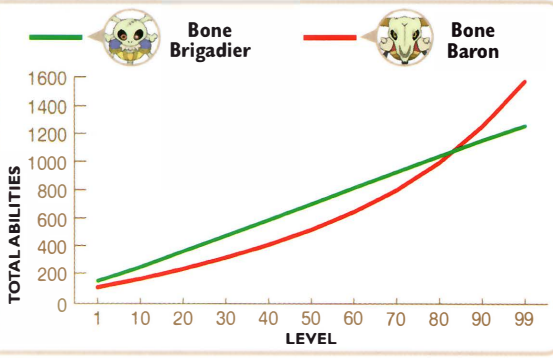
Familiar Growth Patterns

You'll notice that each entry in the "Familiars" chapter of this book lists a "growth pattern." Familiars with a normal growth pattern gain roughly the same boost to their primary abilities at every level, as is typical of leveling systems. But there are two other types of growth patterns: early risers and late bloomers. Early risers gain slightly bigger ability boosts at lower levels and slightly smaller ones at higher levels. They're typically stronger than familiars with a normal growth pattern until around level 40 or so, at which point they begin to fall behind. Familiars with a late-bloomer growth pattern are typically weaker at lower levels but make up for lost time—and then some—at higher levels. They'll be outpaced by familiars with normal growth patterns until around level 80 or so, at which point their abilities will grow rapidly to leave all the other familiars in the dust. Needless to say, early risers are great in the early game, although players may want to develop some familiars with normal growth patterns for use later in the game. Late-blooming familiars are really only recommended for players who intend to complete all of the game's optional content and completely max out their familiars; other players will beat the game long before the familiars would naturally reach level 80.

Total Abilities of Mumbo Zombo (Normal Growth) vs. Cap'n Zombo (Early Riser)



Total Abilities of Bone Brigadier (Normal Growth) vs. Bone Baron (Late Bloomer)



Familiar Metamorphosis

All familiars are a part of a familiar family that consists of four variations. The base familiar metamorphoses into a second-stage form, which can then metamorphose into one of two different ultimate forms. You choose which ultimate form you'd like it to metamorphose into; they're typically similar but differ in elemental resistances, growth pattern, and their assortment of tricks.

The level at which a familiar can go through metamorphosis varies by familiar, but the first metamorphose can usually happen somewhere between levels 10 and 20. When the second form reaches somewhere between level 28 and 35, it will be able to metamorphose into its ultimate form. To metamorphose a familiar the first time, you need to give it a treat known as a drop that matches its sign. For example, a familiar with the sun sign (or double-sun sign) needs to be given a sundrop. For the second metamorphosis, you need a more rare jumbo sundrop.

Once you metamorphose a familiar, its new form begins back at level 1. While it will keep all of the bonus abilities it's earned from eating treats, most of its strength will be lost. However, the higher the level of the familiar you metamorphose, the stronger its next form will be. The change isn't hugely significant, but a familiar who enters its second form from a very high level will always be 10–20 points stronger than a familiar who metamorphoses at its earliest possible opportunity. For the purposes of playing through the game, you should metamorphose your familiars as soon as you can, so you can get started building up their new forms early. But if your goal is to absolutely max out the power of a familiar, you'll want to do all your metamorphoses at high levels.



Duncecap	Lv. 25
Attack	53
Defense	65
Magic Attack	79
Magic Defense	68
Evasion	112
Accuracy	80

Madcap	Lv. 1
Attack	14
Defense	15
Magic Attack	19
Magic Defense	16
Evasion	27
Accuracy	20

Madcap	Lv. 99
Attack	253
Defense	289
Magic Attack	314
Magic Defense	285
Evasion	377
Accuracy	306

Duncecap	Lv. 75
Attack	140
Defense	169
Magic Attack	202
Magic Defense	177
Evasion	279
Accuracy	205

Madcap	Lv. 1
Attack	23
Defense	27
Magic Attack	32
Magic Defense	29
Evasion	46
Accuracy	33

Madcap	Lv. 99
Attack	270
Defense	310
Magic Attack	338
Magic Defense	306
Evasion	409
Accuracy	329



Since metamorphoses of your familiars resets them to level 1, it's important not to metamorphose them all at once, lest you be left with a team of very low-level second-stage familiars that will require extensive amounts of grinding. Stagger your metamorphosis so every character has at least one high-level familiar to hold down the fort while the newly changed familiars regain their strength.

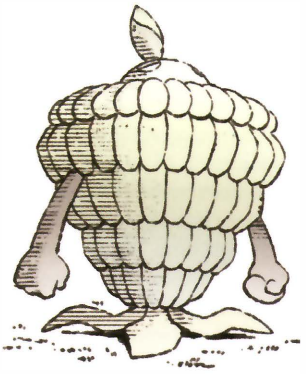
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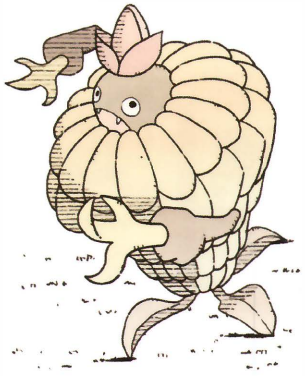
So Which Familiars Are Best?

There are more than 300 familiars in Ni no Kuni, but because of the time and expense required to level them up and boost their abilities with treats, most players will want to stick with a small pool of their favorites. For the most part, the familiars in the game are well balanced; you can choose to play the ones you like best without having to worry that they'll be dramatically outclassed by new familiars that become available later. That said, not all familiars will be equally effective at fulfilling the roles your particular party needs. When you're trying to decide if a new familiar is worthy of your starting lineup, there are a few things you should look at:



- **Abilities Balance**—While versatile familiars are helpful in the early hours of the game, you'll eventually want familiars who excel at clearly defined roles, such as front-line fighter, elemental trick-performer, and defense-focused tank. These roles don't require high scores in every ability, so look for familiars whose abilities are a good match with their apparent role. Elemental trick-performing familiars will need high magical attack scores and solid defense and magical defense scores, but abilities like attack, accuracy, and attack speed are almost completely irrelevant. Conversely, front-line fighters benefit from high scores in pretty much everything except for magical attack, while defensive "tank" familiars will ideally have high defense, magical defense, and evasion scores, and useful elemental resistances (particularly to physical damage).
- **Predetermined Command**—Be wary of familiars who have the Psyche Up! command in place of a defensive command like Defend! or Evade!. While using Psyche Up! and Go Wild! can be an effective way of maximizing your damage potential, these familiars have no way to defend themselves against the extremely damaging attacks of late-game bosses. In the latter half of the game, look for opportunities to replace Psyche Up! familiars with familiars who are capable of complying when giving an All-Out Defense! order.
- **Elemental Properties**—Your familiar team should include performing who are capable of performing powerful tricks with the water, fire, and storm elemental types, so that you can exploit the elemental weaknesses of a wide variety of bosses and bounty hunt targets. (It's nice to have access to light- and dark-type spells as well, but that's much less essential.) If you're missing a good elemental trick familiar who specializes in any of those types, you should jump at the chance when a new recruit offers the potential to fill that hole in your lineup. It's also nice to have a variety of familiars (particularly front-line fighters) who are resistant to each of the elemental types. But the best resistance of all is to physical damage; that's a trait that's usually only seen in automata and mortui familiars, and it makes them fantastic as "tanks" that can absorb the damage dealt by physical attackers.
- **Growth Pattern**—Unless you're determined to absolutely maximize the potential of your familiars by raising them to extremely high levels before you metamorphose them, you'll find that the most effective familiars are the ones that are early risers in their first two forms and follow a normal growth pattern for their third and final form.
- **Celestial Sign**—When all else is equal, ask your potential recruits, "What's your sign?" The fast growth of planet and especially double-planet familiars makes them ideal, and familiars with the star (or better yet, double-star) sign are probably second best, due to their ability to trump the signs of most bounty hunt targets. Moon is probably the weakest sign, since the confusion effect is rare, and those familiars will be the least effective against bounty hunt targets.





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The Basics of Combat

Oliver's task threatens to reshape the fate of the world, and there are plenty of forces that don't intend to let that happen. From diabolical villains to rampaging beasts, Oliver will have to fight for his survival every step of the way. The game's combat system seems simple, but mastery of its subtle depths could spell the difference between the other world's doom and its salvation.

The Flow of Combat

One of the creatures from a group of enemies will appear on the world map and in dangerous places to signify they are near, and you can attempt to avoid them if you choose. Certain foes are easier to avoid than others; some are slow, some are fast, some doggedly chase you while others stampede in a straight line. If an enemy seems quick and persistent, you'd be wise to meet it head-on; if Oliver is attacked from behind, his team will begin the battle at a serious disadvantage, able only to run away for several seconds while his enemies attack freely. Conversely, if you're not afraid to fight, you can come at enemies from behind, putting them on the defensive for the first several seconds of combat. Avoiding foes is usually pretty easy in open areas like when on the world map, but the tight corridors in dangerous places can make evasion difficult. In such situations, accept that combat is inevitable and seek out opportunities to strike from behind.

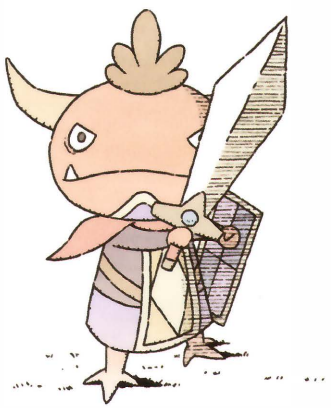


Picking Fighters and the Stamina Gauge

At the beginning of each battle, the game pauses while you choose which human character you want to control (press L1 and L2 to toggle between them) and then choose whether you'll use that character or one of his or her familiars by selecting a combatant with the left and right directional buttons. You actively control only the combatant of your chosen character; the other two combatants will be controlled by the computer, although you can take control of them at any time by changing your chosen character with L1.

You're free to use your human characters as much as you like, but there are limits to the amount of time you can use each familiar. As soon as you deploy a familiar, the stamina in its stamina gauge (a circle around its face in the upper-left corner of the screen) begins to deplete. As soon as you select another familiar (or return to controlling its master), its stamina begins to recharge. It is possible to continue using a familiar once its stamina gauge empties, but it will take a serious penalty to its abilities, and the time it requires to charge it back up increases significantly. As a general rule, you always want to pull a familiar back before its stamina gauge bottoms out, but when you're just a trick or two away from ending a battle, it's nice to have the option to stick with your current fighter.





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Selecting and Canceling Commands

Once you've deployed your chosen combatant, the game unpauses, and you'll want to quickly choose a command with the left and right directional buttons. Commands like Attack! and Defend! work for a set duration: Your character or familiar will swing at foes or guard until the hand of the clock at the bottom of the screen makes a full rotation. You can press ● to cancel out of this and select a new command at any time; this is an essential strategy for when you've just begun an attack cycle and the boss suddenly begins performing a powerful move that you need to defend against. Cancel out to abandon your attack, then perform a quick defense and, once the danger has passed, cancel out of your defense to resume attacking.

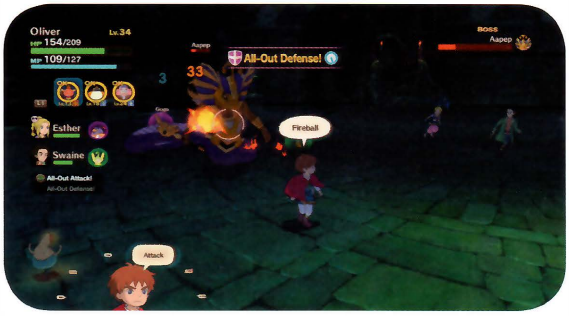


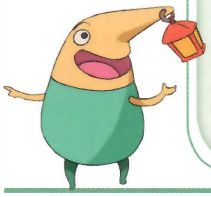
If you select a trick, you may have to wait for a brief period of time before the move is executed, particularly for spell-like effects. If an enemy hits you with an attack during this period, it might cancel your spell, so it's always best to use spells with long casting times from a safe distance away. (You can still move while casting, although your movement speed is significantly reduced.) Once a trick has been successfully used, it enters a cooldown period in which you cannot use it again for a period of anywhere between one second and a full minute, depending on the trick. Once you unlock multiple command slots, it's a good idea to give your elemental trick familiars multiple tricks that they can alternate between, lest they be forced to perform ineffective attacks while their tricks are cooling down.



Free Movement in Combat

Ni no Kuni is a fairly unique game in that it allows you to move your chosen character freely in combat. This has many uses, but beginning players often use it in counter-productive ways. When attacking, it is not necessary to move towards your target; in fact, when moving manually, your character will not be able to attack at all. Simply select your target with R1 and the directional buttons, and let your character do the rest. Free movement does have its uses, however. You can use it to retreat to a safe distance when casting spells, for example. When battling slow foes without long-range attacks, you can have them chase you around the battlefield while you use items, cast spells, or perform tricks. Free movement can also be used to avoid certain enemy moves (ones that only affect the area in front of the enemy, for example), or to circle around bosses who are especially vulnerable to attacks on certain parts of their body. And of course, it can be used to pick up glims on the battlefield.





Tip

Once a battle has started, you can attempt to run away, but the odds of success are dismally low. Failure results in you being unable to take any action for several seconds, so you should only attempt to run away as an absolute last resort.

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Pre-determined Commands

All familiars can attack, but beyond that, they may have one of three pre-determined commands in their second command slot: Defend!, Evade!, or Psyche-Up!.

Defend! is the most common second command slot entry, and it's one shared by all of your human party members as well. When you select it, the character will enter a defensive posture for a full cycle of the clock. While defending, all damage they would take is reduced by half, and their odds of receiving an ailment decline as well.



Familiars with the Evade! command can enter a defensive posture that allows them to completely avoid an enemy attack, taking no damage and deftly avoiding any ailments. The catch is that the duration of this effect is extremely short, so it requires you to accurately anticipate the timing of the enemy attack.



The Psyche Up! command causes a familiar to spend a cycle gathering its strength. When the cycle ends, the usual attack command is replaced by Go Wild!, an enhanced form of attack that deals more damage and attacks more frequently. (After a single Go Wild! cycle, this reverts to the normal Attack command again.) Attacks delivered during a Go Wild! cycle have a higher than normal chance of canceling an enemy attack, so while familiars who have this trick cannot defend in the traditional sense, they have a chance of preventing enemy attacks entirely. Using familiars that can Psyche Up! in place of taking defensive action can be potentially devastating to your foes, but it's extremely risky.



Directing Your Allies

You can only directly control one character in combat, so when you have a full party of three, two-thirds of your team will be acting independently. While you can't micro-manage their behavior, you can use the Tactics menu to give them general directions. Keep Us Healthy is a particularly useful tactic, as it directs the ally to focus on healing wounded party members. However, when a healing-focused party member runs out of MP or there's no one to heal, they'll typically just wait around until healing is needed, attacking ineffectively and refusing to deploy familiars. So when healing is no longer necessary, consider changing tactics. If you're concerned about your party members wasting MP, employ the Don't Use Abilities tactic to keep them focused on basic attacking and defending. The Tactics menu also allows you to change the targeting strategy of your party members. As a general rule, you should order everyone to Attack Leader's Target; that way you can make the decision of which enemy is the paramount threat and guide your team in eliminating it as quickly as possible.



Tactics are good for setting general rules but aren't so good when you need to respond quickly to changing battlefield conditions. Fortunately, you'll eventually unlock the ability to order your party to go on an All-Out Attack! or switch to an All-Out Defense! with a tap of a button (▲ and ■, respectively). This option is incredibly useful against bosses who can use powerful attacks that damage the entire party; when you see the boss preparing to perform such a move, you can tap ■ to order everyone to defend and then ▲ to retaliate after your successful defense. There are a few things to remember, though: Ordering an All-Out Attack!

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or All-Out Defense! changes the behavior of only the party members the computer is controlling; you'll still need to manually give an Attack or Defend order to your current character. Also, familiars who lack the command to defend or evade (because they have the Psyche Up! ability instead) won't be able to participate in an All-Out Defense!.



Canceling and Countering Enemy Attacks

Beyond defense and evasion, there are two ways to turn the tables on an attacking foe: countering and canceling.

A **counter** is an attack delivered in the instant before an enemy's normal attack (not a trick) would hit you. To perform it, approach the foe you have targeted (you can change your target with R1 and the directional buttons) and use the directional buttons to ready the Attack command, but do not press ✕ to confirm it. Instead, wait until your foe attacks, at which point you should see the speech bubble containing the Attack command flash blue. If you hit the ✕ at that instant, you'll deliver an attack that trumps your foe's and leaves the target briefly stunned. The timing on counters can be very difficult; they can be pulled off on certain slow enemies, but unless you have incredible reflexes, they're very hard to pull off against quicker foes. In that situation, you'll need to learn the timing of the attack by watching the foe's animation, and then start pressing the button in the instant before you see the flash. If you can't master this challenging art, don't worry; countering is fun, but it's not an essential strategy.



When a foe is in the process of performing a trick, any hit you deliver against it has a chance of **canceling** the trick and stunning the foe. The odds of success seem to vary based on the enemy and the trick it's using; some tricks are impossible to cancel, while others are quite easy. The best way to increase your chances of pulling off a cancel are to attack with characters that have very high attack speeds or are using the Go Wild! command after a Psyche Up! command. Note that unless the trick you're attempting to cancel has an extremely long use time, trying to cancel a foe's attack means giving up an opportunity to have your attackers defend instead. Attempting cancels is typically a high-risk, high-reward strategy, and is best attempted when your foe is using a trick that won't have devastating consequences if you should fail.



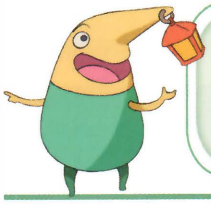
Glims and Miracle Moves

Successful actions on the battlefield generate glowing spheres known as "glims," which your combatants can pick up to earn bonuses. There are three kinds of glims: Green glims recover a small amount of HP, blue glims recover a small amount of MP, and gold glims—by far the rarest and best glims—completely refill a character's HP and allow him or her to perform a miracle move. Each character and familiar knows a single miracle move, which is typically a tremendously powerful attack or some sort of support spell that significantly raises the party's abilities or provides an extensive amount of healing. To perform a miracle move, just pick up a gold glim and the move's name will appear in your Command menu, ready for you to press ✕ to execute it.

Glims are typically rewarded for what the game considers to be good plays on the battlefield, such as successfully blocking a boss's trick, countering an enemy's attack, or exploiting a foe's elemental weakness. The best plays earn you a voice sample saying "Nice!" and have a higher chance of generating gold glims.



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Tip

Many miracle moves have long use periods, and it is possible for your foes to cancel them with attacks. You may want to move to a safe distance away before executing your miracle move, or wait until after your opponent has performed a trick of its own and will be unable to retaliate.

Ways to Generate Glims

SUCCESSFUL MANEUVER	ODDS OF GENERATING GLIMS	ODDS OF GENERATING A GOLD GLIM
Stun Boss by Exploiting Its Weakness	High	High
Defend Against a Boss's Trick	High	Moderate
Land a Critical Hit	Fairly High	Low
Defeat a Creature	Moderate	Very Low
Counter an Attack	Moderate	Very Low
Defend Against a Creature's Trick	Moderate	Very Low
Exploit an Elemental Weakness	Low	Very Low
Hit a Foe with an Attack	Low	None

Elemental Weaknesses and Resistances

There are six different types of damage: physical, which is the type of damage dealt by almost all standard attacks, and five elemental types of damage that are typically dealt by spells, which are fire, water, storm, light, and darkness. Most familiars and bosses are resistant to one type of damage and weak to another. If you can attack with a form of damage that your foes are weak to, you can usually do around 50 percent more damage, and exploiting the weakness may have other benefits as well, such as generating glims and, against certain bosses, causing a stun effect. When you attack a target and the numbers showing the amount of damage you've dealt are orange, you know you've hit upon your foe's weakness. Conversely, when the numbers are blue, it means you're dealing a type of damage that the foe is resistant to, and your attacks are less effective because of it. You can see each enemy's weaknesses and resistances in the enemy data sections of the walkthrough, as well as the "Familiars" chapter and the "Creatures" section of the appendix.



The easiest way to exploit elemental weaknesses is to have your familiar perform a trick with the same elemental effect that the foe is weak against. There are also weapons that will add elemental properties to the attacks of melee fighters, although you can't change equipment mid-battle, so it's hard to know in advance what the right weapon choice might be. But such weapons are well worth using in areas where a majority of enemies share a common weakness, such as the widespread weakness to fire in the icy Winterlands. Very few foes are weak to physical damage, but there are plenty who resist it, and in those cases, use any spell or any weapon that changes the nature of your attacks away from physical.



Keep in mind that all of this applies to your familiars as well. Check their profiles in the Friends & Familiars menu to see what your own familiars' weaknesses and resistances are, so you can deploy them against the foes they'll be especially effective against and keep them off the battlefield when you see foes that use elemental attacks of the type they're weak to. (Note that human characters have no natural elemental weaknesses or resistances but can gain them from equipment.)

 **Physical**

 **Fire**

 **Water**

 **Storm**

 **Light**

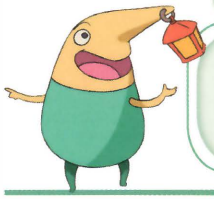
 **Darkness**

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Status Ailments and Their Cures

Your foes—particularly bosses—often use tricks or spells that can inflict status ailments, such as poison, confusion, and curse. These ailments can throw a temporary monkey wrench into your well-laid plans, although they'll automatically resolve themselves after a short amount of time, or at the end of any battle. Some familiars are weak to certain ailments and some resist others, so one of the best ways to defend yourself against a boss who specializes in a certain ailment is to field a party that's resistant to its effects.





Tip

You, too, have the ability to inflict ailments, with certain familiars' tricks or with Swaine's trickshots. But the odds of success are rarely good, and virtually all bosses and bounty hunt targets are completely immune to all ailments.

Ailments Inflicted in Battle

AILMENT	EFFECT	DURATION	CURES
Unconsciousness	You have 0 HP and can take no action.	Until end of battle (revive at 1 HP)	Phoenix feather, phoenix tear, or phoenix breath item, Upsy-Daisy trick
Petrification	You are turned to stone and can take no action.	Until end of battle	Stone-be-gone or all-be-gone item, Light Relief trick, Chant song
Sleep	You can take no action. Hits against you have a +40% chance of being critical hits.	20 seconds (or end of battle)	Be hit by any attack, sleep-be-gone or all-be-gone item, Rise and Shine or Light Relief trick, Chant song
Stun	You can take no action.	5 seconds (or end of battle)	All-be-gone item, Light Relief trick, Chant song
Confusion	You attack your own allies. Hits against you have a +10% chance of being critical hits.	20 seconds (or end of battle)	Confusion-be-gone or all-be-gone item, See Sense or Light Relief trick, Chant song
Poison	You lose 4% of HP every 4 seconds (you will not drop below 1 HP due to this effect).	20 seconds (or end of battle)	Poison-be-gone or all-be-gone item, Light Relief trick, Draw Poison spell, Chant song
Nix	You can't use spells, songs, trickshots, tricks, or miracle moves.	20 seconds (or end of battle)	Nix-be-gone item or all-be-gone item, Light Relief trick, Chant song
Blindness	Your accuracy drops by 70%.	20 seconds (or end of battle)	Poison-be-gone or all-be-gone item, Light Relief trick, Chant song
Curse	Your movement speed drops by half.	20 seconds	Curse-be-gone or all-be-gone item, Purifying Pulse or Light Relief trick, Chant song



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2

Familiars



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Familiars

Each familiar has four potential stages of metamorphosis. These four familiars share a great many attributes, and are often referred to as a "family." The familiar index that follows is organized by family, and while the upper part of each entry shows the family's base familiar, the data it lists is true for all of its metamorphoses. Below that, you can find specific entries for each form within the family.



1 No. 013–016 **Mite**

2 Milites

Blades | Shi 4 | Patches

Miracle Move: Slash Dance

P.D. Command: Defend!

Ailment Vulnerabilities	Ailment Resistances
—	Poison/Curse
Unconciousness/Confusion	—

5 COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	Unlocked from the start.
Unlock Slot 2	When it metamorphoses into a mighty mite.
Unlock Slot 3	When its familiarity becomes 3.

3 METAMORPHOSES



013 MITE



Max Lv. 50	Growth Pattern	Early
Stamina 30	8 ina Recovery	1.6
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

11

Abilities	Lv. 1	Max Lv.
Attack	9	109
Defense	10	108
Mag. Attack	6	68
Mag. Defense	10	114
Evasion	11	137
Accuracy	13	155

12 Fire Light Neutral

13

Lv.	Name	Effect
1	Cut Loose	Phys.
5	Sand Blast	Supp.
10	Smash Hit	Phys.
14	Pebble Pelt	Phys.
20	Ray of Light	Phys.
50	Ray Gun	Fire
–	–	–
–	–	–

10 ances

Phys.	100%	Fire	100%
Water	150%	Storm	50%
Light	100%	Dark	100%

014 MIGHTY MITE



Max Lv. 54	Growth Pattern	Early
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

4.8%

Abilities	Lv. 1	Max Lv.
Attack	30	141
Defense	17	120
Mag. Attack	10	75
Mag. Defense	19	127
Evasion	35	155
Accuracy	44	195

Gems: Fire Light Neutral

Tricks

Lv.	Name	Effect
1	Cut Loose	Phys.
7	Fling Flame	Fire
12	Roly-Poly	Phys.
21	War Cry	Supp.
28	Petrifying Poke	Phys.
37	Slice 'n' Dice	Phys.
–	–	–
–	–	–

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	50%
Light	100%	Dark	100%

015 DYNAMITE



Max Lv. 99	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	51	218
Defense	29	166
Mag. Attack	17	126
Mag. Defense	32	176
Evasion	56	234
Accuracy	75	292

Gems: Fire Neutral

Tricks

Lv.	Name	Effect
1	Cut Loose	Phys.
7	War Cry	Supp.
15	Slash 'n' Burn	Fire
31	Whirligig	Storm
40	Yoo-Hoo	Supp.
50	Enlighten	Supp.
63	Super Slash	Phys.
–	–	–

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

016 MERMITE



Max Lv. 99	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★	

3%

Abilities	Lv. 1	Max Lv.
Attack	46	192
Defense	32	188
Mag. Attack	17	126
Mag. Defense	32	176
Evasion	56	234
Accuracy	75	292

Gems: Fire Dark Phys. Neutral

Tricks

Lv.	Name	Effect
1	Cut Loose	Phys.
7	War Cry	Supp.
15	Splish Slash	Water
31	Snowblower	Water
40	Soulshield	Supp.
49	Maddening Melody	Supp.
59	Smoke Bomb	Supp.
–	–	–

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

1 FAMILIAR NAME AND NUMBERS

The top part of each entry lists the numbers of all four familiars in the family and the name of the family's base familiar.

2 FAMILIAR GENUS

Each familiar is a member of a genus that shares certain attributes. Each human character specializes in familiars of three specific genera and gives those familiars a bonus to their stats.

3 FAMILIAR METAMORPHOSES CHART

Each familiar family has four members. This chart shows what level each familiar in the family needs to be to metamorphose into a higher form.

4 EQUIPMENT

Each familiar can equip three pieces of equipment. However, specific types equip different types of equipment. For example, some equip wands, or axes, or spears, etc. This section lists the three types the members of this familiar family can use.

5 COMMAND SLOT UNLOCK CONDITIONS

Each familiar unlocks command slots (into which tricks can be equipped for use in combat) slightly differently. The conditions to unlock their three additional command slots are listed here.

6 MIRACLE MOVE AND PRE-DETERMINED COMMAND

Each familiar knows a miracle move that it can use after collecting a gold glim, as well as a pre-determined command like Defend!, Evade!, or Psyche Up!. See the "Game Basics" section for more details on these commands, and see the list of tricks at the end of this section for details on the miracle move.

7 AILMENT RESISTANCES AND WEAKNESSES

Each familiar is particularly vulnerable to certain ailments (a circle denotes some vulnerability, while a double circle denotes a high level of vulnerability) but able to resist other ailments (a triangle denotes some level of resistance, while an X denotes complete immunity).

8 INDIVIDUAL DATA

This section lists the number, name, and certain stats for each individual familiar entry.

Maximum Level: The highest level to which this familiar can grow.

Growth Pattern: Familiars with an early riser growth pattern have their abilities rise quickly at low levels but more slowly at higher levels, while familiars with a late bloomer growth pattern gain ability increases slowly at low levels but more quickly at high levels. (An "average" pattern denotes steady growth at any level.)

Stamina: This statistic reveals how long, in seconds, a familiar can be deployed on the battlefield without penalty.

Stamina Recovery Rate: This shows how much stamina a familiar regains per second when not on the battlefield.

Movement Speed: The more stars, the more quickly the familiar moves in combat.

Attack Speed: The more stars, the more strikes the familiar makes during an attack cycle.

9 BASE ABILITIES

This section lists the average abilities for this familiar both at level 1 and at that familiar's maximum level.

Attack: Affects the amount of damage dealt with physical attacks.

Magical Attack: Affects the amount of damage dealt with tricks and spells.

Defense: Affects the amount of damage taken from enemy physical attacks.

Magical Defense: Affects the amount of damage taken from enemy tricks and spells.

Evasion: Affects the odds of dodging an enemy attack.

Dexterity: Affects the odds of hitting a foe with a physical attack and the odds of scoring a more damaging critical hit.

10 ELEMENTAL AFFINITIES AND RESISTANCES

Most familiars are weak to certain types of attack and resistant to others. The percentage refers to the amount of damage they take from such attacks; so 150% would mark a weakness, while 50% denotes a strong resistance to that type of damage.

11 RECRUITMENT ODDS

This percentage marks the chance that this familiar will offer to join your party when defeated in combat.

12 GEM COMPATIBILITY

The colored gems denote which gem treats can be fed to this familiar to teach it new tricks.

13 TRICK TABLE

This table lists the tricks each familiar can learn from gaining levels.

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No. 001–004 Milites

Little Bighorn

Blades | Shields | Patches

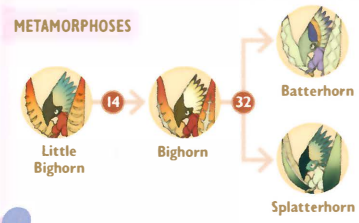
Miracle Move Song of the Soul
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ Unconciousness/Confusion	△ Poison/Curse
○ —	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a bighorn and reaches level 28.
Unlock Slot 2	When it metamorphoses into a batterhorn or a splatterhorn and reaches level 59.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



001 LITTLE BIGHORN



Max Lv. 25	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★	
Attack Speed	★ ★ ★	

8%

Abilities	Lv. 1	Max Lv.
Attack	9	70
Defense	10	69
Mag. Attack	7	48
Mag. Defense	6	42
Evasion	6	47
Accuracy	10	77

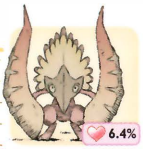
Affinities/Resistances			
Phys.	85%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Storm Light Phys. Neutral

Tricks

Lv.	Name	Effect
1	Ray of Light	Phys.
8	Poison Pinch	Phys.
16	Spire of Fire	Fire
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

002 BIGHORN



Max Lv. 45	Growth Pattern	Average
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★	
Attack Speed	★ ★ ★	

6.4%

Abilities	Lv. 1	Max Lv.
Attack	19	116
Defense	18	113
Mag. Attack	12	87
Mag. Defense	11	82
Evasion	13	98
Accuracy	21	130

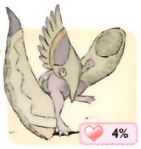
Affinities/Resistances			
Phys.	75%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Storm Light Phys. Neutral

Tricks

Lv.	Name	Effect
1	Ray of Light	Phys.
8	Yoo-Hoo	Supp.
14	Fling Flame	Fire
22	Smash Hit	Phys.
30	War Cry	Supp.
40	Slash 'n' Burn	Fire
–	–	–
–	–	–

003 BATTERHORN



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

4%

Abilities	Lv. 1	Max Lv.
Attack	28	263
Defense	28	255
Mag. Attack	20	203
Mag. Defense	19	194
Evasion	23	229
Accuracy	31	290

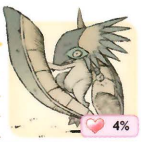
Affinities/Resistances			
Phys.	65%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Storm Phys. Neutral

Tricks

Lv.	Name	Effect
1	Ray of Light	Phys.
1	Yoo-Hoo	Supp.
9	Enlighten	Supp.
18	Whirligig	Storm
30	Thunderstorm	Storm
42	Hocus Focus	Supp.
58	Super Slash	Phys.
–	–	–

004 SPLATTERHORN



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

4%

Abilities	Lv. 1	Max Lv.
Attack	28	257
Defense	28	238
Mag. Attack	19	163
Mag. Defense	19	171
Evasion	23	221
Accuracy	32	309

Affinities/Resistances			
Phys.	65%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Storm Light Phys. Neutral

Tricks

Lv.	Name	Effect
1	Ray of Light	Phys.
1	Yoo-Hoo	Supp.
10	Healing Rain	Heal
19	Bracer	Supp.
29	Petrifying Poke	Phys.
40	Slice 'n' Dice	Phys.
53	Lease of Life	Heal
–	–	–



No. 005–008 Milites

Purrloiner

Blades | Clothes | Fangs

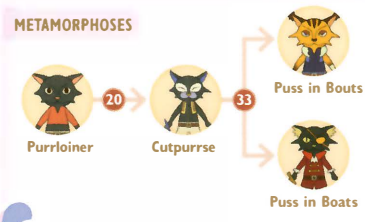
Miracle Move Inner Strength
P.D. Command Evade!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Poison/Curse
○ Unconciousness/Confusion	✕ –

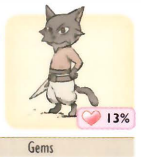
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a purrloiner's level hits 21, or when it metamorphoses into a cutpurrse.
Unlock Slot 2	When it metamorphoses into a puss in bouts and reaches level 25.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



005 PURRLOINER



Max Lv. 32	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.8
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

13%

Abilities	Lv. 1	Max Lv.
Attack	9	86
Defense	8	65
Mag. Attack	8	65
Mag. Defense	3	32
Evasion	13	120
Accuracy	14	133

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Light Dark Neutral

Tricks

Lv.	Name	Effect
1	Ray of Light	Phys.
8	Drowsy Drops	Supp.
17	See Stars	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

006 CUTPURRSE



Max Lv. 55	Growth Pattern	Early
Stamina 35	Stamina Recovery	2.3
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

10.4%

Abilities	Lv. 1	Max Lv.
Attack	35	155
Defense	18	121
Mag. Attack	18	121
Mag. Defense	8	65
Evasion	48	191
Accuracy	55	214

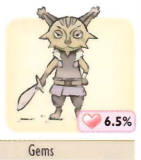
Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Light Dark Neutral

Tricks

Lv.	Name	Effect
1	Ray of Light	Phys.
10	Smoke Bomb	Supp.
18	Dark Cloud	Dark
28	Slice 'n' Dice	Phys.
–	–	–
–	–	–
–	–	–
–	–	–

007 PUSS IN BOUTS



Max Lv. 99	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.9
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

6.5%

Abilities	Lv. 1	Max Lv.
Attack	56	230
Defense	27	181
Mag. Attack	24	159
Mag. Defense	12	107
Evasion	70	275
Accuracy	81	304

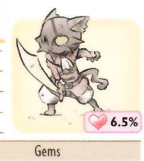
Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Dark Neutral

Tricks

Lv.	Name	Effect
1	Ray of Light	Phys.
9	Smoke Bomb	Supp.
18	Time to Shine	Supp.
25	Plasma Ball	Storm
33	Thunderbolt	Storm
46	Petrifying Poke	Phys.
–	–	–
–	–	–

008 PUSS IN BOATS



Max Lv. 99	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.9
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

6.5%

Abilities	Lv. 1	Max Lv.
Attack	54	235
Defense	30	190
Mag. Attack	30	190
Mag. Defense	11	93
Evasion	69	280
Accuracy	80	310

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Light Dark Neutral

Tricks

Lv.	Name	Effect
1	Ray of Light	Phys.
9	Smoke Bomb	Supp.
20	Maddening Melody	Supp.
26	Razzle Dazzle	Supp.
34	Black Blast	Dark
51	Drop Chop	Phys.
–	–	–
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 009–012 Milites

Hog-Goblin

Axes & Hammers | Fangs | Fangs

Miracle Move Song of the Soul

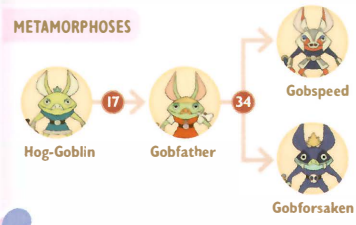
P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
—	Poison/Curse
Unconciousness/Confusion	—

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a hog-goblin reaches level 12.
Unlock Slot 2	When it metamorphoses into a gobspeed or a gobforsaken and reaches level 57.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



009 HOG-GOBLIN



Max Lv.	32	Growth Pattern	Average
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★		
Attack Speed	★ ★		

8%

Abilities	Lv. 1	Max Lv.
Attack	10	84
Defense	7	62
Mag. Attack	4	42
Mag. Defense	7	59
Evasion	8	73
Accuracy	11	87

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Ray of Light	Phys.
6	See Sense	Heal
15	Rolling Stone	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

010 GOBFATHER



Max Lv.	53	Growth Pattern	Average
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★		
Attack Speed	★ ★		

6.4%

Abilities	Lv. 1	Max Lv.
Attack	22	153
Defense	15	106
Mag. Attack	9	69
Mag. Defense	14	100
Evasion	18	133
Accuracy	22	158

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Ray of Light	Phys.
8	War Cry	Supp.
14	Fling Flame	Fire
26	Petrifying Poke	Phys.
–	–	–
–	–	–
–	–	–
–	–	–

011 GOBSPEED



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★		
Attack Speed	★ ★		

4%

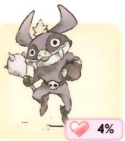
Abilities	Lv. 1	Max Lv.
Attack	35	305
Defense	25	235
Mag. Attack	14	126
Mag. Defense	21	183
Evasion	28	246
Accuracy	35	311

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Ray of Light	Phys.
6	War Cry	Supp.
17	Enlighten	Supp.
28	Slice 'n' Dice	Phys.
36	Ray of Life	Heal
47	Slash 'n' Burn	Fire
–	–	–
–	–	–

012 GOBFORSAKEN



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★		
Attack Speed	★ ★		

4%

Abilities	Lv. 1	Max Lv.
Attack	35	305
Defense	24	215
Mag. Attack	15	147
Mag. Defense	21	183
Evasion	28	246
Accuracy	35	311

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	150%	Dark	50%

Gems: Fire, Water, Storm, Neutral

Tricks		
Lv.	Name	Effect
1	Ray of Light	Phys.
6	War Cry	Supp.
16	Evil Embrace	Supp.
26	Demon's Fury	Dark
33	Black Blast	Dark
49	Drop Chop	Phys.
–	–	–
–	–	–



No. 013–016 Milites

Mite

Blades | Shields | Patches

Miracle Move Slash Dance

P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
—	Poison/Curse
Unconciousness/Confusion	—

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	Unlocked from the start.
Unlock Slot 2	When it metamorphoses into a mighty mite.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



013 MITE



Max Lv.	50	Growth Pattern	Early
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

6%

Abilities	Lv. 1	Max Lv.
Attack	9	109
Defense	10	108
Mag. Attack	6	68
Mag. Defense	10	114
Evasion	11	137
Accuracy	13	155

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	50%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Cut Loose	Phys.
5	Sand Blast	Supp.
10	Smash Hit	Phys.
14	Pebble Pelt	Phys.
20	Ray of Light	Phys.
50	Ray Gun	Fire
–	–	–
–	–	–

014 MIGHTY MITE



Max Lv.	54	Growth Pattern	Early
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

4.8%

Abilities	Lv. 1	Max Lv.
Attack	30	141
Defense	17	120
Mag. Attack	10	75
Mag. Defense	19	127
Evasion	35	155
Accuracy	44	195

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	50%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Cut Loose	Phys.
7	Fling Flame	Fire
12	Roly-Poly	Phys.
21	War Cry	Supp.
28	Petrifying Poke	Phys.
37	Slice 'n' Dice	Phys.
–	–	–
–	–	–

015 DYNAMITE



Max Lv.	99	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

—

Abilities	Lv. 1	Max Lv.
Attack	51	218
Defense	29	166
Mag. Attack	17	126
Mag. Defense	32	176
Evasion	56	234
Accuracy	75	292

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Neutral

Tricks		
Lv.	Name	Effect
1	Cut Loose	Phys.
7	War Cry	Supp.
15	Slash 'n' Burn	Fire
31	Whirligig	Storm
40	Yoo-Hoo	Supp.
50	Enlighten	Supp.
63	Super Slash	Phys.
–	–	–

016 MERMITE



Max Lv.	99	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

3%

Abilities	Lv. 1	Max Lv.
Attack	46	192
Defense	32	188
Mag. Attack	17	126
Mag. Defense	32	176
Evasion	56	234
Accuracy	75	292

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Dark, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Cut Loose	Phys.
7	War Cry	Supp.
15	Splish Slash	Water
31	Snowblower	Water
40	Soulshield	Supp.
49	Maddening Melody	Supp.
59	Smoke Bomb	Supp.
–	–	–

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No. 017–020
Hurly

Milites

Axes & Hammers | Headgear | Fangs

Miracle Move Volcano
P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Poison/Curse
○ Unconsciousness/Confusion	✕ —

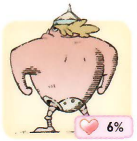
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a burly hurly.
Unlock Slot 2	When it metamorphoses into a hurlcules or a hurlabaloo.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



017 HURLY



Max Lv.	30	Growth Pattern	Early
Stamina	35	Stamina Recovery	1.45
Movement Speed	★★		
Attack Speed	★★		

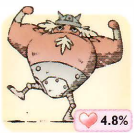
Abilities	Lv. 1	Max Lv.
Attack	14	128
Defense	8	61
Mag. Attack	4	31
Mag. Defense	8	61
Evasion	3	30
Accuracy	7	62

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Light Neutral

Tricks		
Lv.	Name	Effect
1	Sling Stone	Phys.
7	Fling Flame	Fire
11	Razzle Dazzle	Supp.
25	Rolling Stone	Phys.
–	–	–
–	–	–
–	–	–
–	–	–

018 BURLY HURLY



Max Lv.	50	Growth Pattern	Early
Stamina	40	Stamina Recovery	1.75
Movement Speed	★★		
Attack Speed	★★		

Abilities	Lv. 1	Max Lv.
Attack	69	220
Defense	19	113
Mag. Attack	9	62
Mag. Defense	17	97
Evasion	15	58
Accuracy	31	109

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Light Neutral

Tricks		
Lv.	Name	Effect
1	Sling Stone	Phys.
10	Yoo-Hoo	Supp.
20	Enlighten	Supp.
25	Rolling Stone	Phys.
32	War Cry	Supp.
41	Belly Buster	Phys.
–	–	–
–	–	–

019 HURLCULES



Max Lv.	99	Growth Pattern	Average
Stamina	45	Stamina Recovery	2.05
Movement Speed	★		
Attack Speed	★★		

Abilities	Lv. 1	Max Lv.
Attack	53	357
Defense	28	251
Mag. Attack	15	159
Mag. Defense	25	230
Evasion	15	181
Accuracy	26	227

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Light Neutral

Tricks		
Lv.	Name	Effect
1	Sling Stone	Phys.
1	Yoo-Hoo	Supp.
16	Time to Shine	Supp.
26	Firewall	Fire
36	Earsplitter	Phys.
48	Phantom Fangs	Phys.
62	Haymaker	Phys.
–	–	–
–	–	–

020 HURLABALOO



Max Lv.	99	Growth Pattern	Average
Stamina	45	Stamina Recovery	2.05
Movement Speed	★		
Attack Speed	★★		

Abilities	Lv. 1	Max Lv.
Attack	55	377
Defense	27	232
Mag. Attack	16	177
Mag. Defense	24	211
Evasion	15	181
Accuracy	26	227

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Light Neutral

Tricks		
Lv.	Name	Effect
1	Sling Stone	Phys.
1	Yoo-Hoo	Supp.
13	Rockfall	Phys.
24	Soulshield	Supp.
34	Bracer	Supp.
47	Maddening Melody	Supp.
65	Wallop	Phys.
–	–	–
–	–	–



No. 021–024
Ruff

Bestiae

Horns & Claws | Fangs | Fangs

Miracle Move Conflagration
P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Blindness
○ Sleep	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a ruffian and reaches level 32.
Unlock Slot 2	When it metamorphoses into a gruffian or a scruffian and reaches level 49.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



021 RUFF



Max Lv.	24	Growth Pattern	Average
Stamina	30	Stamina Recovery	1.6
Movement Speed	★★★★		
Attack Speed	★★★		

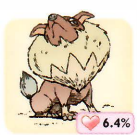
Abilities	Lv. 1	Max Lv.
Attack	10	60
Defense	7	47
Mag. Attack	7	48
Mag. Defense	4	32
Evasion	11	70
Accuracy	10	62

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Light Neutral

Tricks		
Lv.	Name	Effect
1	Earsplitter	Phys.
8	Fling Flame	Fire
18	Hot Huff	Fire
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

022 RUFFIAN



Max Lv.	45	Growth Pattern	Average
Stamina	35	Stamina Recovery	1.8
Movement Speed	★★★★		
Attack Speed	★★★		

Abilities	Lv. 1	Max Lv.
Attack	19	124
Defense	14	98
Mag. Attack	14	93
Mag. Defense	9	72
Evasion	23	145
Accuracy	19	128

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Light Neutral

Tricks		
Lv.	Name	Effect
1	Earsplitter	Phys.
9	Heat Ray	Fire
18	Sand Blast	Supp.
28	Enlighten	Supp.
38	Phantom Fangs	Phys.
–	–	–
–	–	–
–	–	–

023 GRUFFIAN



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★★★★		
Attack Speed	★★★		

Abilities	Lv. 1	Max Lv.
Attack	31	270
Defense	22	194
Mag. Attack	22	193
Mag. Defense	17	149
Evasion	37	327
Accuracy	31	289

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Light Neutral

Tricks		
Lv.	Name	Effect
1	Earsplitter	Phys.
1	Heat Ray	Fire
15	Pyro Puff	Fire
24	Yoo-Hoo	Supp.
34	Firewall	Fire
44	War Cry	Supp.
60	Towering Inferno	Fire
–	–	–

024 SCRUFFIAN



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★★★★		
Attack Speed	★★★		

Abilities	Lv. 1	Max Lv.
Attack	31	281
Defense	24	227
Mag. Attack	21	196
Mag. Defense	18	193
Evasion	36	308
Accuracy	32	291

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Neutral

Tricks		
Lv.	Name	Effect
1	Earsplitter	Phys.
1	Heat Ray	Fire
12	Belly Buster	Phys.
21	Poison Pinch	Phys.
32	Plasma Ball	Storm
42	Hellitosis	Supp.
58	Drop Chop	Phys.
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 025–028 Bestiae

Rhinosaur

Axes & Hammers | Fangs | Scales

Miracle Move Groundswell

P.D. Command Defend!!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Blindness
○ Sleep	✕ —

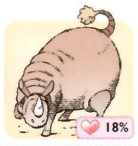
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a rhinosaur reaches level 25, or metamorphoses into a rhinosnore.
Unlock Slot 2	When it metamorphoses into a rhinosnore and reaches level 28.
Unlock Slot 3	When it metamorphoses into a rhinobore or a rhinosaw and reaches level 49.

METAMORPHOSES

Rhinosaur → (15) Rhinosnore → (34) Rhinobore / Rhinosaw

025 RHINOSAUR



Max Lv. 28	Growth Pattern	Average
Stamina 35	Stamina Recovery	1.45
Movement Speed ★★		
Attack Speed ★★		

18%

Abilities	Lv. 1	Max Lv.
Attack	11	75
Defense	9	65
Mag. Attack	6	46
Mag. Defense	11	73
Evasion	6	56
Accuracy	6	54

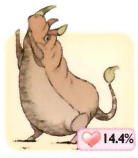
Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire | Light | Neutral

Tricks

Lv.	Name	Effect
1	Roly-Poly	Phys.
8	Fling Flame	Fire
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

026 RHINOSNORE



Max Lv. 48	Growth Pattern	Average
Stamina 40	Stamina Recovery	1.75
Movement Speed ★★		
Attack Speed ★★		

14.4%

Abilities	Lv. 1	Max Lv.
Attack	20	132
Defense	16	114
Mag. Attack	13	92
Mag. Defense	21	138
Evasion	14	112
Accuracy	12	95

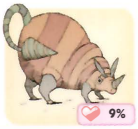
Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire | Light | Neutral

Tricks

Lv.	Name	Effect
1	Roly-Poly	Phys.
11	War Cry	Supp.
19	Hot Huff	Fire
26	Enlighten	Supp.
38	Belly Buster	Phys.
–	–	–
–	–	–
–	–	–

027 RHINOBORE



Max Lv. 99	Growth Pattern	Average
Stamina 45	Stamina Recovery	2.05
Movement Speed ★★		
Attack Speed ★★		

9%

Abilities	Lv. 1	Max Lv.
Attack	30	278
Defense	26	261
Mag. Attack	22	229
Mag. Defense	34	311
Evasion	25	238
Accuracy	21	224

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	50%	Storm	150%
Light	100%	Dark	100%

Gems: Fire | Light | Neutral

Tricks

Lv.	Name	Effect
1	Roly-Poly	Phys.
11	War Cry	Supp.
18	Stalagmitts	Phys.
25	Smash Hit	Phys.
38	Hocus Focus	Supp.
53	Drop Chop	Phys.
–	–	–
–	–	–

028 RHINOSAW



Max Lv. 99	Growth Pattern	Average
Stamina 45	Stamina Recovery	2.05
Movement Speed ★★		
Attack Speed ★★		

9%

Abilities	Lv. 1	Max Lv.
Attack	32	297
Defense	27	279
Mag. Attack	21	210
Mag. Defense	33	293
Evasion	25	238
Accuracy	21	224

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire | Water | Storm | Neutral

Tricks

Lv.	Name	Effect
1	Roly-Poly	Phys.
12	War Cry	Supp.
19	Drowsy Drops	Supp.
24	Hellitosis	Supp.
37	Black Blast	Dark
51	Wallop	Phys.
–	–	–
–	–	–



No. 029–032 Bestiae

Jabber

Spears | Cloaks | Fangs

Miracle Move Primal Roar

P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Blindness
○ Sleep	✕ —

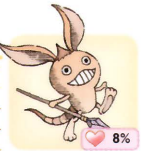
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a stabber.
Unlock Slot 2	When it metamorphoses into a stabberwocky or a jabberguppy.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES

Jabber → (14) Stabber → (30) Stabberwocky / Jabberguppy

029 JABBER



Max Lv. 24	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.6
Movement Speed ★★★		
Attack Speed ★★★		

8%

Abilities	Lv. 1	Max Lv.
Attack	10	72
Defense	8	57
Mag. Attack	10	61
Mag. Defense	7	44
Evasion	14	112
Accuracy	12	96

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire | Light | Neutral

Tricks

Lv.	Name	Effect
1	Smash Hit	Phys.
4	Sand Blast	Supp.
13	Fling Flame	Fire
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

030 STABBER



Max Lv. 48	Growth Pattern	Early
Stamina 35	Stamina Recovery	1.8
Movement Speed ★★★		
Attack Speed ★★★		

6.4%

Abilities	Lv. 1	Max Lv.
Attack	27	126
Defense	23	115
Mag. Attack	20	126
Mag. Defense	12	80
Evasion	63	213
Accuracy	48	163

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire | Light | Neutral

Tricks

Lv.	Name	Effect
1	Smash Hit	Phys.
5	Pick-Me-Up	Supp.
13	Hot Huff	Fire
29	Petrifying Poke	Phys.
–	–	–
–	–	–
–	–	–
–	–	–

031 STABBERWOCKY



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed ★★★★		
Attack Speed ★★★		

4%

Abilities	Lv. 1	Max Lv.
Attack	28	249
Defense	28	260
Mag. Attack	29	257
Mag. Defense	20	212
Evasion	49	358
Accuracy	38	315

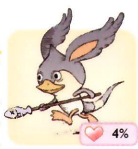
Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire | Neutral

Tricks

Lv.	Name	Effect
1	Smash Hit	Phys.
6	Pick-Me-Up	Supp.
15	Enlighten	Supp.
23	Whirligig	Storm
30	Slice 'n' Dice	Phys.
47	Wind Tunnel	Storm
–	–	–
–	–	–

032 JABBERGUPPY



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed ★★★★		
Attack Speed ★★★		

4%

Abilities	Lv. 1	Max Lv.
Attack	29	256
Defense	26	227
Mag. Attack	30	260
Mag. Defense	18	170
Evasion	49	360
Accuracy	38	315

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	50%	Storm	150%
Light	100%	Dark	100%

Gems: Fire | Dark | Phys. | Neutral

Tricks

Lv.	Name	Effect
1	Smash Hit	Phys.
10	Pick-Me-Up	Supp.
20	Sharpener	Supp.
29	Snowblower	Water
38	Belly Buster	Phys.
53	Polar Puff	Water
–	–	–
–	–	–

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No. 033–036 Bestiae

Baatender

Horns & Claws | Headgear | Fangs

Miracle Move Impunity

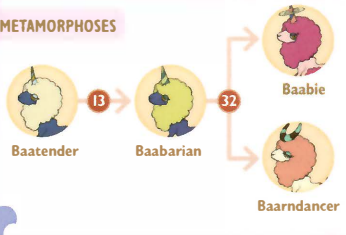
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Blindness
○ Sleep	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a baabarian and reaches level 32.
Unlock Slot 2	When it metamorphoses into a baabarian or a baarndancer.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



033 BAATENDER



Max Lv. 22	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

13%

Abilities	Lv. 1	Max Lv.
Attack	10	64
Defense	8	56
Mag. Attack	9	56
Mag. Defense	7	44
Evasion	12	87
Accuracy	7	55

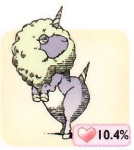
Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Light Neutral

Tricks

Lv.	Name	Effect
1	Smash Hit	Phys.
7	Poison Pinch	Phys.
18	Belly Buster	Phys.
–	–	–
–	–	–
–	–	–
–	–	–

034 BAABARIAN



Max Lv. 44	Growth Pattern	Average
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

10.4%

Abilities	Lv. 1	Max Lv.
Attack	20	121
Defense	17	110
Mag. Attack	16	100
Mag. Defense	13	83
Evasion	26	149
Accuracy	16	108

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Light Dark Neutral

Tricks

Lv.	Name	Effect
1	Smash Hit	Phys.
8	Demon's Fury	Dark
16	Pick-Me-Up	Supp.
39	Wallop	Phys.
–	–	–
–	–	–
–	–	–
–	–	–

035 BAABIE



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★	

6.5%

Abilities	Lv. 1	Max Lv.
Attack	29	272
Defense	27	270
Mag. Attack	25	250
Mag. Defense	21	223
Evasion	37	319
Accuracy	26	259

Affinities/Resistances			
Phys.	150%	Fire	50%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Dark Neutral

Tricks

Lv.	Name	Effect
1	Smash Hit	Phys.
9	Demon's Fury	Dark
17	Rock-a-Bye Baby	Supp.
26	See Stars	Phys.
35	Hellitosis	Supp.
55	Petrifying Poke	Phys.
–	–	–
–	–	–

036 BAARNDANCER



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★	

6.5%

Abilities	Lv. 1	Max Lv.
Attack	30	280
Defense	27	258
Mag. Attack	23	214
Mag. Defense	20	181
Evasion	37	317
Accuracy	27	275

Affinities/Resistances			
Phys.	70%	Fire	100%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Dark Neutral

Tricks

Lv.	Name	Effect
1	Smash Hit	Phys.
9	Demon's Fury	Dark
17	Drowsy Drops	Supp.
27	Yoo-Hoo	Supp.
35	Darkness Beckons	Dark
47	Heat Ray	Fire
–	–	–
–	–	–



No. 037–040 Bestiae

Sore Boar

Axes & Hammers | Fangs | Fangs

Miracle Move Impunity

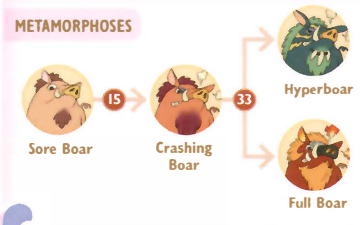
P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Blindness
○ Sleep	✕ —

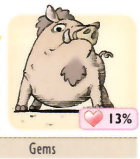
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a sore boar reaches level 25, or metamorphoses into a crashing boar.
Unlock Slot 2	When it metamorphoses into a crashing boar and reaches level 24.
Unlock Slot 3	When it metamorphoses into a hyperboar or a full boar and reaches level 46.

METAMORPHOSES



037 SORE BOAR



Max Lv. 30	Growth Pattern	Average
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★	
Attack Speed	★ ★	

13%

Abilities	Lv. 1	Max Lv.
Attack	12	86
Defense	9	72
Mag. Attack	3	32
Mag. Defense	8	62
Evasion	9	74
Accuracy	8	70

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Light Neutral

Tricks

Lv.	Name	Effect
1	Belly Buster	Phys.
8	Rolling Stone	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

038 CRASHING BOAR



Max Lv. 48	Growth Pattern	Average
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★	
Attack Speed	★ ★	

10.4%

Abilities	Lv. 1	Max Lv.
Attack	23	152
Defense	17	118
Mag. Attack	8	63
Mag. Defense	16	112
Evasion	18	133
Accuracy	16	116

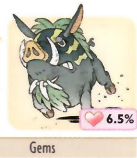
Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Light Neutral

Tricks

Lv.	Name	Effect
1	Belly Buster	Phys.
10	Earsplitter	Phys.
22	Hot Huff	Fire
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

039 HYPERBOAR



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★	

6.5%

Abilities	Lv. 1	Max Lv.
Attack	36	332
Defense	28	270
Mag. Attack	13	155
Mag. Defense	27	265
Evasion	32	295
Accuracy	26	260

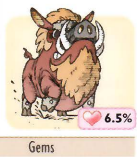
Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Dark Phys. Neutral

Tricks

Lv.	Name	Effect
1	Belly Buster	Phys.
8	Earsplitter	Phys.
18	Enlighten	Supp.
31	Bubble Bath	Water
49	Bowlder	Phys.
–	–	–
–	–	–
–	–	–

040 FULL BOAR



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★	

6.5%

Abilities	Lv. 1	Max Lv.
Attack	36	332
Defense	28	270
Mag. Attack	14	173
Mag. Defense	26	246
Evasion	30	276
Accuracy	28	279

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Light Neutral

Tricks

Lv.	Name	Effect
1	Belly Buster	Phys.
8	Earsplitter	Phys.
19	Heat Ray	Fire
30	Hocus Focus	Supp.
50	Wallop	Phys.
–	–	–
–	–	–
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 041–044 Bestiae

Inphant

Armor | Fangs | Scales

Miracle Move Splashdown

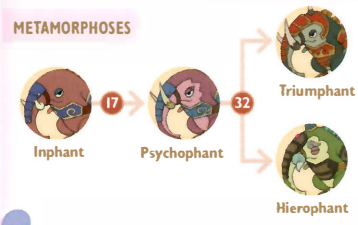
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
—	Blindness
Sleep	—

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When an inphant reaches level 12.
Unlock Slot 2	When it metamorphoses into a triumphant or a hierophant.
Unlock Slot 3	When it metamorphoses into a triumphant or a hierophant and reaches level 61.

METAMORPHOSES



041 INPHANT



Max Lv. 28	Growth Pattern	Average
Stamina 30	Stamina Recovery	1.45
Movement Speed	★ ★	
Attack Speed	★	

8%

Abilities	Lv. 1	Max Lv.
Attack	10	71
Defense	12	80
Mag. Attack	7	49
Mag. Defense	10	68
Evasion	3	38
Accuracy	7	56

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks

Lv.	Name	Effect
1	Sling Stone	Phys.
11	Yoo-Hoo	Supp.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

042 PSYCHOPHANT



Max Lv. 55	Growth Pattern	Average
Stamina 35	Stamina Recovery	1.65
Movement Speed	★ ★	
Attack Speed	★	

6.4%

Abilities	Lv. 1	Max Lv.
Attack	21	159
Defense	23	173
Mag. Attack	14	110
Mag. Defense	20	145
Evasion	10	99
Accuracy	14	118

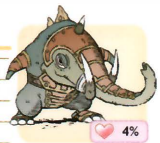
Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Water, Light, Neutral

Tricks

Lv.	Name	Effect
1	Sling Stone	Phys.
10	Bubble Bath	Water
19	Maddening Melody	Supp.
31	Waterspout	Water
–	–	–
–	–	–
–	–	–
–	–	–

043 TRIUMPHANT



Max Lv. 99	Growth Pattern	Late
Stamina 40	Stamina Recovery	1.9
Movement Speed	★ ★	
Attack Speed	★ ★	

4%

Abilities	Lv. 1	Max Lv.
Attack	22	337
Defense	23	337
Mag. Attack	15	260
Mag. Defense	20	313
Evasion	12	241
Accuracy	16	280

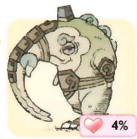
Affinities/Resistances			
Phys.	100%	Fire	50%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Water, Neutral

Tricks

Lv.	Name	Effect
1	Sling Stone	Phys.
10	Bubble Bath	Water
19	Belly Buster	Phys.
27	Sharpener	Supp.
35	Earsplitter	Phys.
46	Spire of Fire	Fire
–	–	–
–	–	–

044 HIEROPHANT



Max Lv. 99	Growth Pattern	Late
Stamina 40	Stamina Recovery	1.9
Movement Speed	★ ★	
Attack Speed	★ ★	

4%

Abilities	Lv. 1	Max Lv.
Attack	21	321
Defense	24	352
Mag. Attack	16	276
Mag. Defense	20	313
Evasion	12	241
Accuracy	15	264

Affinities/Resistances			
Phys.	150%	Fire	100%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Water, Neutral

Tricks

Lv.	Name	Effect
1	Sling Stone	Phys.
10	Bubble Bath	Water
19	Whirly Whirlies	Storm
26	Crosswind	Storm
34	Water Cannon	Water
45	Wind Tunnel	Storm
–	–	–
–	–	–



No. 045–048 Bestiae

Clubber Cub

Horns & Claws | Patches | Patches

Miracle Move Song of the Soul

P.D. Command Evade!!

Ailment Vulnerabilities	Ailment Resistances
—	Blindness
Sleep	—

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a clubber cub reaches level 11.
Unlock Slot 2	When it metamorphoses into a adamantiger or an elegantiger.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



045 CLUBBER CUB



Max Lv. 22	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.8
Movement Speed	★ ★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

6%

Abilities	Lv. 1	Max Lv.
Attack	10	64
Defense	7	44
Mag. Attack	10	61
Mag. Defense	7	45
Evasion	15	104
Accuracy	13	89

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks

Lv.	Name	Effect
1	War Cry	Supp.
7	Pebble Pelt	Phys.
16	Sling Stone	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

046 LUBBER CUB



Max Lv. 44	Growth Pattern	Early
Stamina 35	Stamina Recovery	2.3
Movement Speed	★ ★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

4.8%

Abilities	Lv. 1	Max Lv.
Attack	27	132
Defense	17	93
Mag. Attack	22	128
Mag. Defense	13	81
Evasion	56	206
Accuracy	46	175

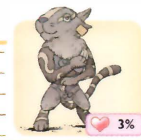
Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks

Lv.	Name	Effect
1	War Cry	Supp.
5	Sand Blast	Supp.
14	Rolling Stone	Phys.
26	Rockfall	Phys.
–	–	–
–	–	–
–	–	–
–	–	–

047 ADAMANTIGER



Max Lv. 70	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.9
Movement Speed	★ ★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

3%

Abilities	Lv. 1	Max Lv.
Attack	48	225
Defense	25	128
Mag. Attack	42	221
Mag. Defense	21	131
Evasion	89	308
Accuracy	77	287

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Water, Light, Neutral

Tricks

Lv.	Name	Effect
1	War Cry	Supp.
4	Sand Blast	Supp.
16	Belly Buster	Phys.
26	Polar Puff	Water
35	Enlighten	Supp.
53	Haymaker	Phys.
–	–	–
–	–	–

048 ELEGANTIGER



Max Lv. 70	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.9
Movement Speed	★ ★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

3%

Abilities	Lv. 1	Max Lv.
Attack	48	225
Defense	28	147
Mag. Attack	39	199
Mag. Defense	24	151
Evasion	89	308
Accuracy	71	262

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks

Lv.	Name	Effect
1	War Cry	Supp.
4	Sand Blast	Supp.
17	Slice 'n' Dice	Phys.
28	Pyro Puff	Fire
36	Hocus Focus	Supp.
55	Wallop	Phys.
–	–	–
–	–	–

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No. 049–052 Bestiae

Thumbelemur

Horns & Claws | Cloaks | Fangs

Miracle Move Primal Roar

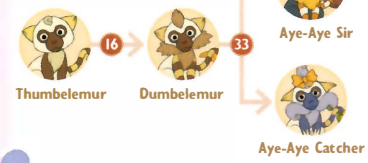
P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
◎ Sleep	△ Blindness
○ Poison	✕ Confusion

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a dumbelemur.
Unlock Slot 2	When it metamorphoses into a dumbelemur and reaches level 21.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



049 THUMBELEMUR



Max Lv. 32	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

8%

Abilities	Lv. 1	Max Lv.
Attack	11	93
Defense	9	75
Mag. Attack	7	62
Mag. Defense	7	62
Evasion	15	136
Accuracy	9	79

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire | Light | Neutral

Tricks

Lv.	Name	Effect
1	Sharpener	Supp.
6	Pebble Pelt	Phys.
16	Roly-Poly	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

050 DUMBELEMUR



Max Lv. 46	Growth Pattern	Early
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

6.4%

Abilities	Lv. 1	Max Lv.
Attack	28	132
Defense	24	121
Mag. Attack	14	87
Mag. Defense	16	101
Evasion	54	196
Accuracy	30	126

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire | Storm | Light | Neutral

Tricks

Lv.	Name	Effect
1	Sharpener	Supp.
6	See Sense	Heal
17	Blunt	Supp.
25	Whirligig	Storm
–	–	–
–	–	–
–	–	–
–	–	–

051 AYE-AYE SIR



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	30	239
Defense	30	250
Mag. Attack	21	172
Mag. Defense	26	216
Evasion	50	382
Accuracy	31	269

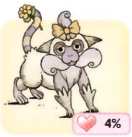
Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire | Storm | Neutral

Tricks

Lv.	Name	Effect
1	Sharpener	Supp.
5	See Sense	Heal
14	See Stars	Phys.
26	Thunderbolt	Storm
32	Yoo-Hoo	Supp.
46	Twinkle Twinkle	Light
–	–	–
–	–	–

052 AYE-AYE CATCHER



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

4%

Abilities	Lv. 1	Max Lv.
Attack	30	239
Defense	30	250
Mag. Attack	22	193
Mag. Defense	24	196
Evasion	49	360
Accuracy	32	290

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire | Storm | Neutral

Tricks

Lv.	Name	Effect
1	Sharpener	Supp.
5	See Sense	Heal
16	Ray of Life	Heal
28	Mighty Light	光攻
34	Upsy-Daisy	Heal
48	Light of Life	Heal
–	–	–
–	–	–



No. 053–056 Bestiae

Sasquish

Axes & Hammers | Fangs | Scales

Miracle Move Glacial Rain

P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Blindness
○ Sleep	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a sasquish reaches level 14.
Unlock Slot 2	When it metamorphoses into a sasquash and reaches level 29.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



053 SASQUISH



Max Lv. 38	Growth Pattern	Average
Stamina 30	Stamina Recovery	1.45
Movement Speed	★ ★	
Attack Speed	★ ★	

8%

Abilities	Lv. 1	Max Lv.
Attack	12	106
Defense	10	90
Mag. Attack	6	62
Mag. Defense	11	97
Evasion	5	66
Accuracy	7	78

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire | Light | Neutral

Tricks

Lv.	Name	Effect
1	Earsplitter	Phys.
8	Sabotage	Supp.
18	Rolling Stone	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

054 SASQUASH



Max Lv. 65	Growth Pattern	Average
Stamina 35	Stamina Recovery	1.75
Movement Speed	★ ★	
Attack Speed	★ ★	

6.4%

Abilities	Lv. 1	Max Lv.
Attack	25	200
Defense	19	160
Mag. Attack	12	109
Mag. Defense	22	183
Evasion	14	131
Accuracy	17	151

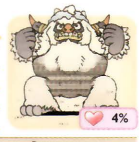
Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire | Water | Light | Neutral

Tricks

Lv.	Name	Effect
1	Earsplitter	Phys.
7	Snowball	Water
17	Sling Stone	Phys.
25	Slow Poke	Supp.
–	–	–
–	–	–
–	–	–
–	–	–

055 PAPA SASQUASH



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.05
Movement Speed	★ ★	
Attack Speed	★ ★	

4%

Abilities	Lv. 1	Max Lv.
Attack	38	341
Defense	30	280
Mag. Attack	18	184
Mag. Defense	32	278
Evasion	22	201
Accuracy	25	231

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire | Water | Light | Neutral

Tricks

Lv.	Name	Effect
1	Earsplitter	Phys.
7	Snowball	Water
18	Snowstorm	Water
26	Sharpener	Supp.
34	Polar Puff	Water
50	Dropsicle	Water
–	–	–
–	–	–

056 MAMA SASQUASH



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.05
Movement Speed	★ ★	
Attack Speed	★ ★	

4%

Abilities	Lv. 1	Max Lv.
Attack	36	315
Defense	28	248
Mag. Attack	18	162
Mag. Defense	33	283
Evasion	21	188
Accuracy	26	244

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

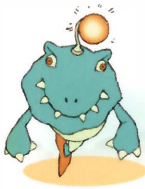
Gems: Fire | Water | Light | Neutral

Tricks

Lv.	Name	Effect
1	Earsplitter	Phys.
7	Snowball	Water
19	Belly Buster	Phys.
28	Ray of Life	Heal
36	Snowblower	Water
52	Bowlder	Phys.
–	–	–
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 057–060 Aquatica

Danglerfish

Horns & Claws | Fangs | Scales

Miracle Move Power Surge

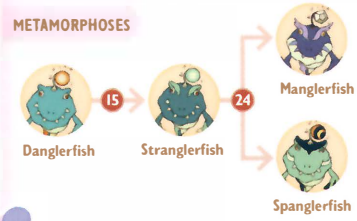
P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Petrification
○ Poison	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a stranglerfish and reaches level 30, or metamorphoses into a manglerfish or a spanglerfish.
Unlock Slot 2	When its familiarity becomes 3.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



057 DANGLERFISH



Max Lv.	20	Growth Pattern	Early
Stamina	35	Stamina Recovery	1.45
Movement Speed	★ ★		
Attack Speed	★ ★		

Abilities	Lv. 1	Max Lv.
Attack	18	108
Defense	14	86
Mag. Attack	5	31
Mag. Defense	13	78
Evasion	6	37
Accuracy	9	53

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Water Light Neutral

Tricks		
Lv.	Name	Effect
1	Phantom Fangs	Phys.
17	Splish Slash	Water
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

058 STRANGLERFISH



Max Lv.	38	Growth Pattern	Early
Stamina	40	Stamina Recovery	1.75
Movement Speed	★ ★		
Attack Speed	★ ★		

Abilities	Lv. 1	Max Lv.
Attack	56	217
Defense	43	173
Mag. Attack	13	67
Mag. Defense	37	155
Evasion	15	77
Accuracy	26	121

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Water Light Neutral

Tricks		
Lv.	Name	Effect
1	Phantom Fangs	Phys.
11	Bubble Bath	Water
19	Hellitosis	Supp.
30	Waterspout	Water
–	–	–
–	–	–
–	–	–
–	–	–

059 MANGLERFISH



Max Lv.	58	Growth Pattern	Early
Stamina	45	Stamina Recovery	2.05
Movement Speed	★ ★		
Attack Speed	★ ★		

Abilities	Lv. 1	Max Lv.
Attack	89	321
Defense	61	237
Mag. Attack	20	109
Mag. Defense	61	256
Evasion	21	105
Accuracy	41	186

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Water Storm Neutral

Tricks		
Lv.	Name	Effect
1	Phantom Fangs	Phys.
8	Bubble Bath	Water
10	Drowsy Drops	Supp.
14	Snowstorm	Water
22	Bracer	Supp.
29	Geyser	Water
–	–	–
–	–	–

060 SPANGLERFISH



Max Lv.	58	Growth Pattern	Early
Stamina	45	Stamina Recovery	2.05
Movement Speed	★ ★		
Attack Speed	★ ★		

Abilities	Lv. 1	Max Lv.
Attack	89	321
Defense	61	237
Mag. Attack	17	91
Mag. Defense	66	278
Evasion	21	105
Accuracy	41	186

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Water Neutral

Tricks		
Lv.	Name	Effect
1	Phantom Fangs	Phys.
10	Bubble Bath	Water
17	Snowblower	Water
25	Polar Puff	Water
32	Soulshield	Supp.
42	Hailstone	Water
–	–	–
–	–	–



No. 061–064 Aquatica

Taddlywink

Headgear | Scales | Scales

Miracle Move Splashdown

P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Petrification
○ Poison	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a tadolescent.
Unlock Slot 2	When it metamorphoses into a tadabout or a tadorable.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



061 TADDLYWINK



Max Lv.	36	Growth Pattern	Average
Stamina	25	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★		

Abilities	Lv. 1	Max Lv.
Attack	8	76
Defense	9	85
Mag. Attack	15	123
Mag. Defense	10	88
Evasion	8	76
Accuracy	6	60

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water Dark Phys. Neutral

Tricks		
Lv.	Name	Effect
1	Water Bomb	Water
6	Roly-Poly	Phys.
16	Healing Tear	Heal
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

062 TADOLESCENT



Max Lv.	55	Growth Pattern	Average
Stamina	30	Stamina Recovery	2.3
Movement Speed	★ ★ ★		
Attack Speed	★ ★		

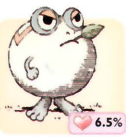
Abilities	Lv. 1	Max Lv.
Attack	15	120
Defense	17	133
Mag. Attack	26	193
Mag. Defense	18	149
Evasion	16	132
Accuracy	12	106

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water Dark Phys. Neutral

Tricks		
Lv.	Name	Effect
1	Water Bomb	Water
8	Splish Slash	Water
17	Hellitosis	Supp.
29	Bubble Bath	Water
–	–	–
–	–	–
–	–	–
–	–	–

063 TADABOUT



Max Lv.	99	Growth Pattern	Early
Stamina	35	Stamina Recovery	2.9
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

Abilities	Lv. 1	Max Lv.
Attack	33	213
Defense	35	214
Mag. Attack	60	310
Mag. Defense	39	227
Evasion	35	214
Accuracy	22	143

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Water Dark Phys. Neutral

Tricks		
Lv.	Name	Effect
1	Water Bomb	Water
7	Splish Slash	Water
17	War Cry	Supp.
27	Yoo-Hoo	Supp.
36	Belly Buster	Phys.
46	Enlighten	Supp.
–	–	–
–	–	–

064 TADORABLE



Max Lv.	99	Growth Pattern	Early
Stamina	35	Stamina Recovery	2.9
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

Abilities	Lv. 1	Max Lv.
Attack	30	182
Defense	31	183
Mag. Attack	61	329
Mag. Defense	41	244
Evasion	34	206
Accuracy	22	137

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Water Dark Phys. Neutral

Tricks		
Lv.	Name	Effect
1	Water Bomb	Water
7	Splish Slash	Water
11	Sharpener	Supp.
20	Rock-a-Bye Baby	Supp.
31	Waterspout	Water
48	Healthy Glow	Heal
–	–	–
–	–	–

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No. 065–068 Aquatica

Splisher

Shields | Scales | Scales

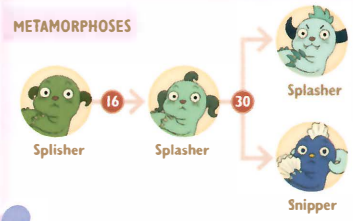
Miracle Move Power Surge
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Petrification
○ Poison	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a splasher.
Unlock Slot 2	When it metamorphoses into a snapper or a snipper and reaches level 45.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



065 SPLISHER



Max Lv. 40	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

13%

Abilities	Lv. 1	Max Lv.
Attack	8	83
Defense	9	92
Mag. Attack	14	147
Mag. Defense	10	106
Evasion	8	79
Accuracy	9	92

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water Storm Dark

Tricks

Lv.	Name	Effect
1	Splish Slash	Water
6	Whirligig	Storm
13	Healing Tear	Heal
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

066 SPLASHER



Max Lv. 65	Growth Pattern	Early
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

10.4%

Abilities	Lv. 1	Max Lv.
Attack	21	130
Defense	25	145
Mag. Attack	44	231
Mag. Defense	26	147
Evasion	21	126
Accuracy	25	145

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water Storm Dark Neutral

Tricks

Lv.	Name	Effect
1	Splish Slash	Water
8	Sabotage	Supp.
14	Sand Blast	Supp.
24	Bubble Bath	Water
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

067 SNAPPER



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

6.5%

Abilities	Lv. 1	Max Lv.
Attack	24	242
Defense	28	271
Mag. Attack	46	352
Mag. Defense	29	271
Evasion	24	231
Accuracy	28	271

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water Storm Dark Neutral

Tricks

Lv.	Name	Effect
1	Splish Slash	Water
7	Sabotage	Supp.
19	Snowblower	Water
26	Whirly Whirlies	Storm
33	War Cry	Supp.
49	Dropsicle	Water
–	–	–
–	–	–

068 SNIPPER



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

6.5%

Abilities	Lv. 1	Max Lv.
Attack	23	212
Defense	27	238
Mag. Attack	48	388
Mag. Defense	29	259
Evasion	23	214
Accuracy	28	259

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water Storm Dark

Tricks

Lv.	Name	Effect
1	Splish Slash	Water
7	Sabotage	Supp.
17	Waterspout	Water
29	Polar Puff	Water
36	Bracer	Supp.
54	Hailstone	Water
–	–	–
–	–	–



No. 069–072 Aquatica

Hooray

Axes & Hammers | Cloaks | Scales

Miracle Move Splashdown
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Petrification
○ Poison	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a grimray or springray.
Unlock Slot 2	When its familiarity becomes 3.
Unlock Slot 2	When its familiarity becomes 5.

METAMORPHOSES



069 HOORAY



Max Lv. 35	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

13%

Abilities	Lv. 1	Max Lv.
Attack	12	115
Defense	7	67
Mag. Attack	12	108
Mag. Defense	7	64
Evasion	8	79
Accuracy	8	79

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Water Light Neutral

Tricks

Lv.	Name	Effect
1	Belly Buster	Phys.
6	Splish Slash	Water
14	Blunt	Supp.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

070 HIP-HOORAY



Max Lv. 58	Growth Pattern	Early
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

10.4%

Abilities	Lv. 1	Max Lv.
Attack	35	187
Defense	20	126
Mag. Attack	33	175
Mag. Defense	18	119
Evasion	24	145
Accuracy	24	145

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Water Storm Neutral

Tricks

Lv.	Name	Effect
1	Belly Buster	Phys.
10	Ill Wind	Dark
19	Bubble Bath	Water
26	Rock-a-Bye Baby	Supp.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

071 GRIMRAY



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

6.5%

Abilities	Lv. 1	Max Lv.
Attack	38	315
Defense	24	231
Mag. Attack	35	290
Mag. Defense	23	237
Evasion	28	253
Accuracy	29	272

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	50%

Gems: Fire Water Storm Neutral

Tricks

Lv.	Name	Effect
1	Belly Buster	Phys.
10	Ill Wind	Dark
18	Black Blast	Dark
28	Hocus Focus	Supp.
35	Darkness Beckons	Dark
49	Final Curtain	Dark
–	–	–
–	–	–

072 SPRINGRAY



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

6.5%

Abilities	Lv. 1	Max Lv.
Attack	36	286
Defense	25	236
Mag. Attack	36	298
Mag. Defense	22	203
Evasion	28	239
Accuracy	29	259

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Water Storm Neutral

Tricks

Lv.	Name	Effect
1	Belly Buster	Phys.
10	Ill Wind	Dark
18	Snowstorm	Water
26	Slow Poke	Supp.
34	Water Cannon	Water
50	Wallop	Phys.
–	–	–
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 073–076 Aquatica

Sparkee

Horns & Claws | Shields | Scales

Miracle Move Bolt Shower

P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
—	△ Petrification
○ Poison	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a wattee.
Unlock Slot 2	When it metamorphoses into an acee or a deecee and reaches level 39.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



073 SPARKEE



Max Lv.	32	Growth Pattern	Early
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

13%

Abilities	Lv. 1	Max Lv.
Attack	8	67
Defense	10	90
Mag. Attack	15	132
Mag. Defense	8	67
Evasion	9	78
Accuracy	7	63

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	50%	Storm	50%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Plasma Ball	Storm
7	Sabotage	Supp.
14	Thunderspark	Storm
–	–	–
–	–	–
–	–	–
–	–	–

074 WATTEE



Max Lv.	64	Growth Pattern	Average
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

10.4%

Abilities	Lv. 1	Max Lv.
Attack	17	139
Defense	22	167
Mag. Attack	34	234
Mag. Defense	18	151
Evasion	21	165
Accuracy	15	131

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	50%	Storm	50%
Light	100%	Dark	100%

Gems: Water, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Plasma Ball	Storm
8	Short Circuit	Storm
16	Pick-Me-Up	Supp.
25	Bubble Bath	Water
–	–	–
–	–	–
–	–	–
–	–	–

075 ACEE



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

6.5%

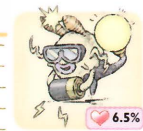
Abilities	Lv. 1	Max Lv.
Attack	22	212
Defense	28	253
Mag. Attack	44	373
Mag. Defense	26	251
Evasion	28	252
Accuracy	22	218

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	50%	Storm	50%
Light	100%	Dark	100%

Gems: Water, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Plasma Ball	Storm
7	Short Circuit	Storm
17	Thunderstorm	Storm
26	Bracer	Supp.
50	Geyser	Water
64	Parp	Neutral
–	–	–
–	–	–

076 DEECEE



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

6.5%

Abilities	Lv. 1	Max Lv.
Attack	23	214
Defense	29	259
Mag. Attack	43	346
Mag. Defense	25	216
Evasion	28	238
Accuracy	21	203

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	50%	Storm	50%
Light	100%	Dark	100%

Gems: Water, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Plasma Ball	Storm
7	Short Circuit	Storm
18	Generator	Heal
25	Thunderbolt	Storm
34	Love-Struck	Supp.
50	Light of Life	Heal
–	–	–
–	–	–



No. 077–080 Aves

Minor Byrde

Horns & Claws | Cloaks | Fangs

Miracle Move Whirlwind

P.D. Command Evade!

Ailment Vulnerabilities	Ailment Resistances
—	△ Sleep
○ Blindness	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a major byrde.
Unlock Slot 2	When it metamorphoses into a major byrde and reaches level 24.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



077 MINOR BYRDE



Max Lv.	25	Growth Pattern	Early
Stamina	25	Stamina Recovery	1.8
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★ ★		

8%

Abilities	Lv. 1	Max Lv.
Attack	8	54
Defense	10	63
Mag. Attack	8	52
Mag. Defense	8	59
Evasion	11	97
Accuracy	12	92

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Whirligig	Storm
6	Poison Pinch	Phys.
19	See Stars	Phys.
–	–	–
–	–	–
–	–	–
–	–	–

078 MAJOR BYRDE



Max Lv.	48	Growth Pattern	Average
Stamina	30	Stamina Recovery	2.3
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★ ★		

6.4%

Abilities	Lv. 1	Max Lv.
Attack	15	107
Defense	16	108
Mag. Attack	14	101
Mag. Defense	15	102
Evasion	26	157
Accuracy	24	144

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Whirligig	Storm
7	War Cry	Supp.
14	Smash Hit	Phys.
22	Sand Blast	Supp.
29	Rise and Shine	Heal
41	Wind Tunnel	Storm
–	–	–
–	–	–

079 FIREBYRDE



Max Lv.	99	Growth Pattern	Average
Stamina	35	Stamina Recovery	2.9
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★ ★		

4%

Abilities	Lv. 1	Max Lv.
Attack	25	235
Defense	25	235
Mag. Attack	24	240
Mag. Defense	23	220
Evasion	35	320
Accuracy	36	326

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Whirligig	Storm
8	War Cry	Supp.
15	Spire of Fire	Fire
23	Pick-Me-Up	Supp.
32	Petrifying Poke	Phys.
44	Sharpener	Supp.
58	Towering Inferno	Fire
–	–	–

080 THUNDERBYRDE



Max Lv.	99	Growth Pattern	Average
Stamina	35	Stamina Recovery	2.9
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★ ★		

4%

Abilities	Lv. 1	Max Lv.
Attack	25	235
Defense	25	235
Mag. Attack	22	222
Mag. Defense	24	239
Evasion	35	320
Accuracy	34	306

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Water, Storm, Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Whirligig	Storm
8	War Cry	Supp.
13	Slow Poke	Supp.
20	Thunderstorm	Storm
29	Razzle Dazzle	Supp.
40	Whirly Whirlies	Storm
53	Restorer Aurora	Heal
–	–	–

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No. 081–084 Aves

Crowhawk

Horns & Claws | Scales | Patches

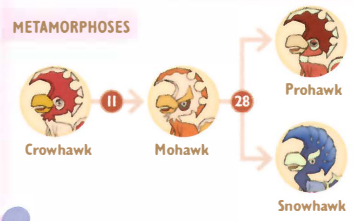
Miracle Move Primal Roar
P.D. Command Evade!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Sleep
○ Blindness	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a mohawk.
Unlock Slot 2	When it metamorphoses into a prohawk or a snowhawk and reaches level 54.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



081 CROWHAWK



Max Lv.	32	Growth Pattern	Early
Stamina	25	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★ ★		

13%

Abilities	Lv. 1	Max Lv.
Attack	8	65
Defense	8	69
Mag. Attack	10	80
Mag. Defense	8	73
Evasion	15	157
Accuracy	10	98

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire Storm Light Neutral

Tricks		
Lv.	Name	Effect
1	Body Blast	Phys.
7	Whirligig	Storm
16	See Stars	Phys.
–	–	–
–	–	–
–	–	–
–	–	–

082 MOHAWK



Max Lv.	52	Growth Pattern	Early
Stamina	30	Stamina Recovery	2.3
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★ ★		

10.4%

Abilities	Lv. 1	Max Lv.
Attack	16	123
Defense	15	114
Mag. Attack	18	131
Mag. Defense	21	134
Evasion	66	232
Accuracy	37	168

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire Storm Light Neutral

Tricks		
Lv.	Name	Effect
1	Body Blast	Phys.
5	Sabotage	Supp.
17	Sand Blast	Supp.
28	Crosswind	Storm
–	–	–
–	–	–
–	–	–
–	–	–

083 PROHAWK



Max Lv.	99	Growth Pattern	Average
Stamina	35	Stamina Recovery	2.9
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★ ★		

6.5%

Abilities	Lv. 1	Max Lv.
Attack	24	233
Defense	24	244
Mag. Attack	28	265
Mag. Defense	28	271
Evasion	49	379
Accuracy	36	299

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	50%
Light	100%	Dark	100%

Gems: Fire Storm Neutral

Tricks		
Lv.	Name	Effect
1	Body Blast	Phys.
6	Sabotage	Supp.
18	Slice 'n' Dice	Phys.
25	Blunt	Supp.
38	Slash 'n' Burn	Fire
54	Super Slash	Phys.
–	–	–
–	–	–

084 SNOWHAWK



Max Lv.	99	Growth Pattern	Average
Stamina	35	Stamina Recovery	2.9
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★ ★		

6.5%

Abilities	Lv. 1	Max Lv.
Attack	24	215
Defense	24	225
Mag. Attack	28	248
Mag. Defense	28	259
Evasion	49	391
Accuracy	36	295

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	50%	Storm	150%
Light	100%	Dark	100%

Gems: Fire Storm Dark Phys. Neutral

Tricks		
Lv.	Name	Effect
1	Body Blast	Phys.
9	Sabotage	Supp.
17	Snowball	Water
27	Pick-Me-Up	Supp.
35	Splish Slash	Water
50	Geyser	Water
–	–	–
–	–	–



No. 085–088 Aves

Whambat

Horns & Claws | Fangs

Miracle Move Whirlwind
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Sleep
○ Blindness	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a whambat reaches level 10.
Unlock Slot 2	When it metamorphoses into a wishing whambat.
Unlock Slot 3	When it metamorphoses into a whampire bat or a captain whamtastic and reaches level 34.

METAMORPHOSES



085 WHAMBAT



Max Lv.	22	Growth Pattern	Early
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

8%

Abilities	Lv. 1	Max Lv.
Attack	10	62
Defense	10	59
Mag. Attack	10	62
Mag. Defense	9	56
Evasion	14	107
Accuracy	12	84

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Light Neutral

Tricks		
Lv.	Name	Effect
1	Evil Embrace	Supp.
7	Spite	Supp.
16	Dark Cloud	Dark
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

086 WISHING WHAMBAT



Max Lv.	44	Growth Pattern	Early
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

6.4%

Abilities	Lv. 1	Max Lv.
Attack	23	131
Defense	21	123
Mag. Attack	23	131
Mag. Defense	23	117
Evasion	64	207
Accuracy	44	168

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Phys. Neutral

Tricks		
Lv.	Name	Effect
1	Evil Embrace	Supp.
8	Rolling Stone	Phys.
16	Sabotage	Supp.
23	Whirligig	Storm
32	Wind Tunnel	Storm
–	–	–
–	–	–
–	–	–

087 WHAMPIRE BAT



Max Lv.	68	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

4%

Abilities	Lv. 1	Max Lv.
Attack	43	222
Defense	36	189
Mag. Attack	47	245
Mag. Defense	41	202
Evasion	109	352
Accuracy	80	300

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	150%	Dark	50%

Gems: Phys. Neutral

Tricks		
Lv.	Name	Effect
1	Evil Embrace	Supp.
6	Rolling Stone	Phys.
16	Short Circuit	Storm
27	Leech	Dark
32	Slow Poke	Supp.
39	Phantom Fangs	Phys.
45	Ill Wind	Dark
–	–	–

088 CAPTAIN WHAMTASTIC



Max Lv.	68	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

—

Abilities	Lv. 1	Max Lv.
Attack	40	201
Defense	40	210
Mag. Attack	47	245
Mag. Defense	41	202
Evasion	109	352
Accuracy	80	300

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	50%	Dark	150%

Gems: Phys. Neutral

Tricks		
Lv.	Name	Effect
1	Evil Embrace	Supp.
6	Rolling Stone	Phys.
18	Time to Shine	Supp.
29	Razzle Dazzle	Supp.
31	Wind Tunnel	Storm
39	Love-Struck	Supp.
55	Parp	Neutral
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 089–092 Aves

Sleepeafowl

Spears | Clothes | Patches

Miracle Move Whirlwind

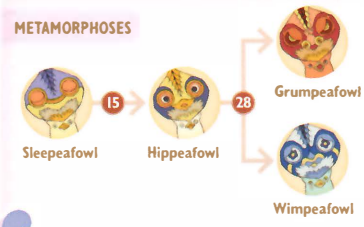
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Sleep
○ Blindness	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a sleepeafowl reaches level 16, or metamorphoses into a hippeafowl.
Unlock Slot 2	When it metamorphoses into a grumpeafowl or a wimpeafowl and reaches level 37.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



089 SLEEPEAFOWL



Max Lv. 50	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	7	86
Defense	7	90
Mag. Attack	13	149
Mag. Defense	9	108
Evasion	9	121
Accuracy	17	230

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Drowsy Drops	Supp.
9	Blunt	Supp.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

090 HIPPEAFOWL



Max Lv. 75	Growth Pattern	Early
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	14	135
Defense	15	143
Mag. Attack	28	228
Mag. Defense	22	148
Evasion	47	183
Accuracy	75	316

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Storm, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Drowsy Drops	Supp.
6	Sand Blast	Supp.
16	Thunderspark	Storm
26	Crosswind	Storm
–	–	–
–	–	–
–	–	–
–	–	–

091 GRUMPEAFOWL



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	23	244
Defense	24	237
Mag. Attack	37	309
Mag. Defense	24	228
Evasion	32	289
Accuracy	57	433

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Neutral

Tricks		
Lv.	Name	Effect
1	Drowsy Drops	Supp.
5	Sand Blast	Supp.
17	Spire of Fire	Fire
27	Yoo-Hoo	Supp.
35	Hocus Focus	Supp.
48	Flame Fan	Fire
–	–	–
–	–	–

092 WIMPEAFOWL



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	21	205
Defense	22	216
Mag. Attack	39	351
Mag. Defense	26	269
Evasion	32	289
Accuracy	57	433

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Storm, Dark, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Drowsy Drops	Supp.
5	Sand Blast	Supp.
12	Slow Poke	Supp.
23	Whirly Whirlies	Storm
31	Waterspout	Water
49	Hailstone	Water
–	–	–
–	–	–



No. 093–096 Aves

Drongo

Spears | Clothes | Scales

Miracle Move Ice Age

P.D. Command Evade!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Sleep
○ Blindness	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	Unlocked from the start.
Unlock Slot 2	When it metamorphoses into a fluorongo or an electrongo.
Unlock Slot 3	When it metamorphoses into a fluorongo or an electrongo and reaches level 51.

METAMORPHOSES



093 DRONGO



Max Lv. 29	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★	
Attack Speed	★ ★	

Abilities	Lv. 1	Max Lv.
Attack	9	66
Defense	9	66
Mag. Attack	13	103
Mag. Defense	13	101
Evasion	6	53
Accuracy	9	76

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Healing Tear	Heal
1	Thunderspark	Storm
11	See Sense	Heal
16	Splish Slash	Water
–	–	–
–	–	–
–	–	–
–	–	–

094 STRONGO



Max Lv. 52	Growth Pattern	Early
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★	
Attack Speed	★ ★	

Abilities	Lv. 1	Max Lv.
Attack	18	124
Defense	16	108
Mag. Attack	33	190
Mag. Defense	33	166
Evasion	24	99
Accuracy	28	121

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Thunderspark	Storm
11	Healthy Glow	Heal
20	Bubble Bath	Water
26	Hocus Focus	Supp.
35	Crosswind	Storm
–	–	–
–	–	–
–	–	–

095 FLUORONGO



Max Lv. 99	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★	

Abilities	Lv. 1	Max Lv.
Attack	32	176
Defense	32	198
Mag. Attack	59	270
Mag. Defense	57	257
Evasion	38	158
Accuracy	38	166

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	50%	Dark	100%

Gems: Fire, Light, Dark, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Thunderspark	Storm
10	Healthy Glow	Heal
16	Short Circuit	Storm
23	Rise and Shine	Heal
31	Ray of Life	Heal
40	Twinkle Twinkle	Light
48	Wind Tunnel	Storm
58	Lease of Life	Heal

096 ELECTRONGO



Max Lv. 99	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★	
Attack Speed	★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	32	176
Defense	32	198
Mag. Attack	63	295
Mag. Defense	52	232
Evasion	38	158
Accuracy	38	166

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	50%
Light	100%	Dark	100%

Gems: Fire, Light, Dark, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Thunderspark	Storm
10	Healthy Glow	Heal
11	Water Bomb	Water
22	Thunderbolt	Storm
30	Waterspout	Water
40	Enlighten	Supp.
51	Dropsicle	Water
63	Light of Life	Heal

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No. 097–100 Aves

Fightingale

Spears | Headgear | Patches

Miracle Move Prism Guard

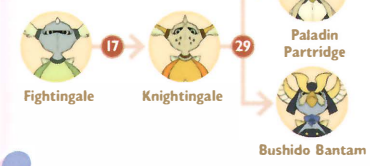
P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Sleep
○ Blindness	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a knightingale.
Unlock Slot 2	When it metamorphoses into a paladin partridge or a bushido bantam.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



097 FIGHTINGALE



Max Lv.	28	Growth Pattern	Early
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

8%

Abilities	Lv. 1	Max Lv.
Attack	11	81
Defense	10	75
Mag. Attack	13	96
Mag. Defense	11	89
Evasion	10	88
Accuracy	11	87

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Yoo-Hoo	Supp.
6	Sand Blast	Supp.
13	Whirligig	Storm
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

098 KNIGHTINGALE



Max Lv.	48	Growth Pattern	Early
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

—

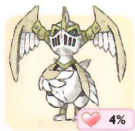
Abilities	Lv. 1	Max Lv.
Attack	26	149
Defense	24	139
Mag. Attack	34	176
Mag. Defense	34	161
Evasion	39	137
Accuracy	39	157

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Yoo-Hoo	Supp.
9	Healthy Glow	Heal
16	Plasma Ball	Storm
26	See Stars	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

099 PALADIN PARTRIDGE



Max Lv.	70	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

4%

Abilities	Lv. 1	Max Lv.
Attack	47	238
Defense	44	226
Mag. Attack	60	279
Mag. Defense	58	256
Evasion	54	194
Accuracy	59	226

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	50%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Yoo-Hoo	Supp.
9	Healthy Glow	Heal
18	Enlighten	Supp.
28	Mighty Light	Light
35	Ray of Life	Heal
42	Twinkle Twinkle	Light
48	Restorer Aurora	Heal
–	–	–

100 BUSHIDO BANTAM



Max Lv.	70	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★ ★		

—

Abilities	Lv. 1	Max Lv.
Attack	50	260
Defense	44	226
Mag. Attack	60	279
Mag. Defense	54	233
Evasion	54	194
Accuracy	59	226

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Yoo-Hoo	Supp.
9	Healthy Glow	Heal
17	Sharpener	Supp.
27	Slice 'n' Dice	Phys.
34	Thunderbolt	Storm
39	Time to Shine	Supp.
53	Super Slash	Phys.
–	–	–



No. 101–104 Aves

Tu-whit

Cloaks | Patches

Miracle Move Stony Gaze

P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Sleep
○ Blindness	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a tu-whit reaches level 14.
Unlock Slot 2	When it metamorphoses into a tu-whoo or a hooting-star.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



101 TU-WHIT



Max Lv.	42	Growth Pattern	Early
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

13%

Abilities	Lv. 1	Max Lv.
Attack	8	85
Defense	8	85
Mag. Attack	9	93
Mag. Defense	14	146
Evasion	10	119
Accuracy	13	148

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Ray of Life	Heal
7	Razzle Dazzle	Supp.
16	Whirligig	Storm
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

102 TU-WHOO



Max Lv.	68	Growth Pattern	Average
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

10.4%

Abilities	Lv. 1	Max Lv.
Attack	17	154
Defense	15	139
Mag. Attack	18	160
Mag. Defense	26	210
Evasion	24	204
Accuracy	28	220

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Ray of Life	Heal
8	Thunderstorm	Storm
16	Rise and Shine	Heal
24	Whirly Whirlies	Storm
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

103 SHARP-HOOTER



Max Lv.	99	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

6.5%

Abilities	Lv. 1	Max Lv.
Attack	36	237
Defense	31	211
Mag. Attack	35	225
Mag. Defense	53	270
Evasion	56	227
Accuracy	66	289

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	50%

Gems: Light, Dark, Neutral

Tricks		
Lv.	Name	Effect
1	Ray of Life	Heal
7	Thunderstorm	Storm
16	Rock-a-Bye Baby	Supp.
25	Lease of Life	Heal
34	Ill Wind	Dark
52	Second Wind	Heal
–	–	–
–	–	–

104 HOOTING-STAR



Max Lv.	99	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

—

Abilities	Lv. 1	Max Lv.
Attack	27	181
Defense	22	158
Mag. Attack	33	239
Mag. Defense	58	314
Evasion	63	225
Accuracy	69	284

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	50%	Dark	100%

Gems: Light, Dark, Neutral

Tricks		
Lv.	Name	Effect
1	Ray of Life	Heal
7	Thunderstorm	Storm
19	Wind Tunnel	Storm
26	Slow Poke	Supp.
32	Healthy Glow	Heal
50	Twister	Storm
–	–	–
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 105–108 **Minima**

Floret

Blades | Headgear | Fangs

Miracle Move Power Surge

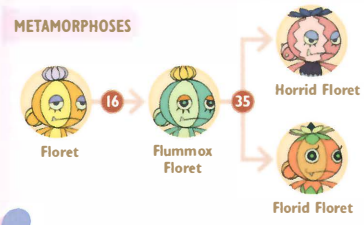
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
—	Confusion
Sleep	—

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a flummox floret.
Unlock Slot 2	When it metamorphoses into a flummox floret and reaches level 25.
Unlock Slot 3	When it metamorphoses into a horrid floret or a florid floret.

METAMORPHOSES



105 FLORET



Max Lv. 35	Growth Pattern	Average
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

18%

Abilities	Lv. 1	Max Lv.
Attack	8	76
Defense	7	65
Mag. Attack	11	88
Mag. Defense	9	84
Evasion	8	76
Accuracy	8	88

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Drowsy Drops	Supp.
6	Sand Blast	Supp.
12	Plasma Ball	Storm
–	–	–
–	–	–
–	–	–
–	–	–

106 FLUMMOX FLORET



Max Lv. 55	Growth Pattern	Average
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

14.4%

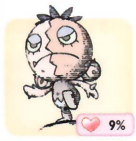
Abilities	Lv. 1	Max Lv.
Attack	17	144
Defense	13	116
Mag. Attack	20	153
Mag. Defense	19	156
Evasion	16	133
Accuracy	19	158

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Neutral

Tricks		
Lv.	Name	Effect
1	Drowsy Drops	Supp.
7	See Stars	Phys.
14	Whirligig	Storm
26	Crosswind	Storm
–	–	–
–	–	–
–	–	–
–	–	–

107 HORRID FLORET



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

9%

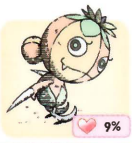
Abilities	Lv. 1	Max Lv.
Attack	30	277
Defense	24	242
Mag. Attack	32	274
Mag. Defense	32	279
Evasion	27	257
Accuracy	33	284

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Neutral

Tricks		
Lv.	Name	Effect
1	Drowsy Drops	Supp.
7	See Stars	Phys.
14	Poison Pinch	Phys.
22	Dark Cloud	Dark
31	Phantom Fangs	Phys.
50	Wallop	Phys.
–	–	–
–	–	–

108 FLORID FLORET



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

9%

Abilities	Lv. 1	Max Lv.
Attack	29	258
Defense	24	242
Mag. Attack	33	293
Mag. Defense	32	279
Evasion	27	257
Accuracy	33	284

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Neutral

Tricks		
Lv.	Name	Effect
1	Drowsy Drops	Supp.
7	See Stars	Phys.
16	Slice 'n' Dice	Phys.
26	Petrifying Puff	Supp.
34	Smoke Bomb	Supp.
50	Restorer Aurora	Heal
–	–	–
–	–	–



No. 109–112 **Minima**

Rabbot

Axes & Hammers | Headgear

Miracle Move Inner Strength

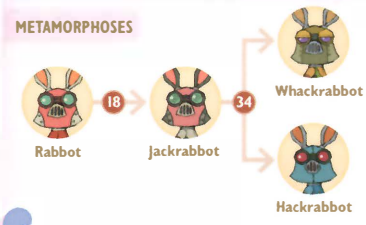
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
—	Confusion
Sleep	—

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a jackrabbot.
Unlock Slot 2	When it metamorphoses into a jackrabbot and reaches level 25.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



109 RABBOT



Max Lv. 32	Growth Pattern	Average
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

8%

Abilities	Lv. 1	Max Lv.
Attack	9	73
Defense	8	59
Mag. Attack	9	70
Mag. Defense	7	58
Evasion	12	87
Accuracy	12	103

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Ray of Light	Phys.
7	Poison Pinch	Phys.
13	Razzle Dazzle	Supp.
18	Hot Huff	Fire
–	–	–
–	–	–
–	–	–
–	–	–

110 JACKRABBOT



Max Lv. 52	Growth Pattern	Average
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

6.4%

Abilities	Lv. 1	Max Lv.
Attack	18	130
Defense	15	110
Mag. Attack	19	138
Mag. Defense	15	118
Evasion	23	153
Accuracy	26	172

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Ray of Light	Phys.
7	Smash Hit	Phys.
15	Fling Flame	Fire
23	Hellitosis	Supp.
32	Spire of Fire	Fire
–	–	–
–	–	–
–	–	–

111 WHACKRABBOT



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

4%

Abilities	Lv. 1	Max Lv.
Attack	28	242
Defense	23	223
Mag. Attack	32	295
Mag. Defense	25	222
Evasion	34	302
Accuracy	39	338

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Water, Storm, Neutral

Tricks		
Lv.	Name	Effect
1	Ray of Light	Phys.
7	Smash Hit	Phys.
17	Dark Cloud	Dark
26	See Sense	Heal
32	Stalagmitts	Phys.
37	Drowsy Drops	Supp.
54	Drop Chop	Phys.
–	–	–

112 HACKRABBOT



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

4%

Abilities	Lv. 1	Max Lv.
Attack	28	249
Defense	23	204
Mag. Attack	31	261
Mag. Defense	23	185
Evasion	35	314
Accuracy	39	347

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Dark, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Ray of Light	Phys.
7	Smash Hit	Phys.
17	Slice 'n' Dice	Phys.
25	Splish Slash	Water
33	Pick-Me-Up	Supp.
39	Polar Puff	Water
56	Super Slash	Phys.
–	–	–

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No. 113–116 **Tyke** — Minima

Spears | Shields | Patches

Miracle Move Song of the Soul

P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Confusion
○ Sleep	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a spike tyke.
Unlock Slot 2	When it metamorphoses into a spike tyke and reaches level 30.
Unlock Slot 3	When it metamorphoses into a psych tyke or a pike tyke and reaches level 50.

METAMORPHOSES



113 TYKE



Max Lv.	42	Growth Pattern	Early
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

13%

Abilities	Lv. 1	Max Lv.
Attack	7	77
Defense	7	70
Mag. Attack	7	73
Mag. Defense	10	103
Evasion	6	64
Accuracy	16	194

Gems: Fire, Light, Neutral

Tricks

Lv.	Name	Effect
1	Smash Hit	Phys.
5	Sand Blast	Supp.
14	Ray of Light	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

114 SPIKE TYKE



Max Lv.	62	Growth Pattern	Average
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

10.4%

Abilities	Lv. 1	Max Lv.
Attack	17	157
Defense	14	133
Mag. Attack	14	129
Mag. Defense	20	160
Evasion	12	119
Accuracy	39	243

Gems: Fire, Light, Neutral

Tricks

Lv.	Name	Effect
1	Smash Hit	Phys.
9	Smoke Bomb	Supp.
18	Sabotage	Supp.
28	Petrifying Poke	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

115 PSYCH TYKE



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

6.5%

Abilities	Lv. 1	Max Lv.
Attack	29	259
Defense	24	214
Mag. Attack	23	204
Mag. Defense	29	259
Evasion	21	192
Accuracy	47	406

Gems: Fire, Storm, Light, Neutral

Tricks

Lv.	Name	Effect
1	Smash Hit	Phys.
8	Smoke Bomb	Supp.
18	Belly Buster	Phys.
25	Whirligig	Storm
34	Wind Tunnel	Storm
50	Twister	Storm
–	–	–
–	–	–
–	–	–

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

116 PIKE TYKE



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

6.5%

Abilities	Lv. 1	Max Lv.
Attack	29	271
Defense	24	232
Mag. Attack	24	244
Mag. Defense	28	253
Evasion	21	210
Accuracy	47	393

Gems: Fire, Water, Light, Neutral

Tricks

Lv.	Name	Effect
1	Smash Hit	Phys.
8	Smoke Bomb	Supp.
14	Bubble Bath	Water
27	Siesta Sigh	Supp.
36	Ray of Life	Heal
52	Geyser	Water
–	–	–
–	–	–
–	–	–

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	50%	Storm	150%
Light	100%	Dark	100%



No. 117–120 **Turbandit** — Minima

Axes & Hammers | Clothes | Patches

Miracle Move Song of the Soul

P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Confusion
○ Sleep	✕ —

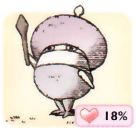
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a turburn.
Unlock Slot 2	When it metamorphoses into a turban myth or a turban legend.
Unlock Slot 3	When it metamorphoses into a turban myth or a turban legend and reaches level 41.

METAMORPHOSES



117 TURBANDIT



Max Lv.	42	Growth Pattern	Early
Stamina	30	Stamina Recovery	1.8
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

18%

Abilities	Lv. 1	Max Lv.
Attack	8	84
Defense	8	90
Mag. Attack	16	167
Mag. Defense	10	112
Evasion	6	71
Accuracy	9	111

Gems: Storm, Light, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Fling Flame	Fire
7	Rise and Shine	Heal
13	Thunderspark	Storm
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

118 TURBURN



Max Lv.	68	Growth Pattern	Average
Stamina	35	Stamina Recovery	2.3
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

14.4%

Abilities	Lv. 1	Max Lv.
Attack	15	149
Defense	15	149
Mag. Attack	28	236
Mag. Defense	18	165
Evasion	13	133
Accuracy	20	184

Gems: Storm, Light, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Fling Flame	Fire
9	Hot Huff	Fire
17	Plasma Ball	Storm
23	Whirligig	Storm
29	Whirly Whirlies	Storm
–	–	–
–	–	–
–	–	–
–	–	–

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

119 TURBAN MYTH



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.9
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

9%

Abilities	Lv. 1	Max Lv.
Attack	25	254
Defense	25	255
Mag. Attack	41	372
Mag. Defense	27	256
Evasion	22	234
Accuracy	30	289

Gems: Storm, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Fling Flame	Fire
8	Hot Huff	Fire
18	Firewall	Fire
29	Wind Tunnel	Storm
36	Hocus Focus	Supp.
47	Spire of Fire	Fire
–	–	–
–	–	–
–	–	–

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

120 TURBAN LEGEND



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.9
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

9%

Abilities	Lv. 1	Max Lv.
Attack	25	240
Defense	23	219
Mag. Attack	41	365
Mag. Defense	28	263
Evasion	22	218
Accuracy	30	292

Gems: Fire, Storm, Dark, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Fling Flame	Fire
8	Hot Huff	Fire
19	Snowstorm	Water
26	Soulshield	Supp.
34	Shower Curtain	Supp.
49	Dropsicle	Water
–	–	–
–	–	–
–	–	–

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 121–124 Minima

Idler

Axes & Hammers | Shields | Fangs

Miracle Move Inner Strength

P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
—	Confusion
Sleep	—

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into an all-seeing idler or an evil idler.
Unlock Slot 2	When it metamorphoses into an all-seeing idler or an evil idler and reaches level 56.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



121 IDLER



Max Lv.	34	Growth Pattern	Average
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

Abilities	Lv. 1	Max Lv.
Attack	9	75
Defense	9	72
Mag. Attack	10	79
Mag. Defense	9	75
Evasion	9	71
Accuracy	10	91

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	War Cry	Supp.
6	Rise and Shine	Heal
15	See Stars	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

122 WILD IDLER



Max Lv.	66	Growth Pattern	Average
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

Abilities	Lv. 1	Max Lv.
Attack	19	162
Defense	19	155
Mag. Attack	21	170
Mag. Defense	19	162
Evasion	18	153
Accuracy	22	195

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Storm, Light, Neutral

Tricks		
Lv.	Name	Effect
1	War Cry	Supp.
8	Rolling Stone	Phys.
17	Thunderspark	Storm
26	Thunderstorm	Storm
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

123 ALL-SEEING IDLER



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

Abilities	Lv. 1	Max Lv.
Attack	28	244
Defense	28	233
Mag. Attack	32	276
Mag. Defense	30	265
Evasion	26	230
Accuracy	35	317

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	50%	Dark	100%

Gems: Fire, Storm, Neutral

Tricks		
Lv.	Name	Effect
1	War Cry	Supp.
7	Rolling Stone	Phys.
18	Time to Shine	Supp.
23	Whirligig	Storm
32	Wind Tunnel	Storm
50	Second Wind	Heal
–	–	–
–	–	–

124 EVIL IDLER



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

Abilities	Lv. 1	Max Lv.
Attack	30	265
Defense	29	254
Mag. Attack	31	256
Mag. Defense	30	265
Evasion	26	230
Accuracy	34	295

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	50%

Gems: Fire, Water, Storm, Neutral

Tricks		
Lv.	Name	Effect
1	War Cry	Supp.
7	Rolling Stone	Phys.
17	Black Blast	Dark
25	Spite	Supp.
34	Enlighten	Supp.
52	Drop Chop	Phys.
–	–	–
–	–	–



No. 125–128 Minima

Small Fry

Blades | Cloaks | Patches

Miracle Move Song of the Soul

P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
—	Confusion
Sleep	—

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	Unlocked from the start.
Unlock Slot 2	When it metamorphoses into a firefry or a flash fry and reaches level 43.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



125 SMALL FRY



Max Lv.	28	Growth Pattern	Early
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★ ★		

Abilities	Lv. 1	Max Lv.
Attack	10	78
Defense	6	46
Mag. Attack	11	86
Mag. Defense	10	74
Evasion	13	100
Accuracy	11	92

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Fling Flame	Fire
8	Pebble Pelt	Phys.
17	Body Blast	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

126 DEEP FRY



Max Lv.	52	Growth Pattern	Early
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★ ★		

Abilities	Lv. 1	Max Lv.
Attack	25	122
Defense	11	84
Mag. Attack	24	151
Mag. Defense	26	132
Evasion	36	176
Accuracy	49	147

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Fling Flame	Fire
1	Hot Huff	Fire
16	See Sense	Heal
27	Firewall	Fire
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

127 FIREFRY



Max Lv.	99	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★ ★		

Abilities	Lv. 1	Max Lv.
Attack	41	229
Defense	18	131
Mag. Attack	45	255
Mag. Defense	40	219
Evasion	60	288
Accuracy	53	201

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Fling Flame	Fire
8	Hot Huff	Fire
20	Spire of Fire	Fire
27	Rockfall	Phys.
35	Hocus Focus	Supp.
51	Flame Fan	Fire
–	–	–
–	–	–

128 FLASH FRY



Max Lv.	99	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★ ★		

Abilities	Lv. 1	Max Lv.
Attack	36	198
Defense	19	145
Mag. Attack	36	220
Mag. Defense	39	211
Evasion	57	279
Accuracy	59	200

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Fling Flame	Fire
8	Hot Huff	Fire
19	Heat Ray	Fire
31	Belly Buster	Phys.
38	Time to Shine	Supp.
53	Towering Inferno	Fire
–	–	–
–	–	–

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No. 129–132 **Dinkey** — Minima

Blades | Clothes | Patches

Miracle Move Groundswell

P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Confusion
○ Sleep	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a turnkey and reaches level 28, or when it metamorphoses into a Master Key or a Don Key.
Unlock Slot 2	When it metamorphoses into a Master Key or a Don Key and reaches level 36.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



129 DINKEY



Max Lv.	32	Growth Pattern	Early
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

13%

Abilities	Lv. 1	Max Lv.
Attack	10	90
Defense	9	76
Mag. Attack	13	110
Mag. Defense	12	101
Evasion	5	43
Accuracy	9	91

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	50%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Sharpener	Supp.
7	Dark Cloud	Dark
17	Spite	Supp.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

130 TURNKEY



Max Lv.	48	Growth Pattern	Early
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

10.4%

Abilities	Lv. 1	Max Lv.
Attack	26	131
Defense	21	126
Mag. Attack	32	165
Mag. Defense	34	167
Evasion	12	75
Accuracy	36	130

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	50%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Sharpener	Supp.
8	Blunt	Supp.
18	Darkness Beckons	Dark
27	Firewall	Fire
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

131 MASTER KEY



Max Lv.	72	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

–

Abilities	Lv. 1	Max Lv.
Attack	42	215
Defense	37	211
Mag. Attack	52	262
Mag. Defense	61	290
Evasion	21	136
Accuracy	60	236

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Fire, Dark, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Sharpener	Supp.
6	Blunt	Supp.
16	Bubble Bath	Water
35	Upsy-Daisy	Heal
46	Hailstone	Water
–	–	–
–	–	–
–	–	–

132 DON KEY



Max Lv.	72	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

–

Abilities	Lv. 1	Max Lv.
Attack	42	215
Defense	40	233
Mag. Attack	52	262
Mag. Defense	57	266
Evasion	21	136
Accuracy	60	236

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Neutral

Tricks		
Lv.	Name	Effect
1	Sharpener	Supp.
6	Blunt	Supp.
19	Slash 'n' Burn	Fire
26	Razzle Dazzle	Supp.
48	Twister	Storm
–	–	–
–	–	–
–	–	–



No. 133–136 **Spitoo** — Minima

Blades | Headgear | Patches

Miracle Move Black Hole

P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Confusion
○ Sleep	✕ —

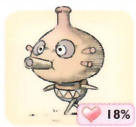
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When spitoo reaches level 15.
Unlock Slot 2	When it metamorphoses into a lickety-spitoo or a sniper spitoo.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



133 SPITOO



Max Lv.	44	Growth Pattern	Early
Stamina	25	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

18%

Abilities	Lv. 1	Max Lv.
Attack	9	95
Defense	7	74
Mag. Attack	14	147
Mag. Defense	3	44
Evasion	9	95
Accuracy	17	221

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Nut Shell	Fire
6	See Stars	Phys.
14	Hot Huff	Fire
44	Ray Gun	Fire
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

134 SPITOOLIGAN



Max Lv.	59	Growth Pattern	Average
Stamina	30	Stamina Recovery	2.3
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

14.4%

Abilities	Lv. 1	Max Lv.
Attack	20	156
Defense	15	131
Mag. Attack	28	192
Mag. Defense	10	104
Evasion	19	144
Accuracy	46	265

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Nut Shell	Fire
5	Sand Blast	Supp.
15	Roly-Poly	Phys.
26	Firewall	Fire
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

135 LICKETY-SPITOO



Max Lv.	99	Growth Pattern	Average
Stamina	35	Stamina Recovery	2.9
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★ ★		

9%

Abilities	Lv. 1	Max Lv.
Attack	30	260
Defense	25	221
Mag. Attack	39	317
Mag. Defense	20	196
Evasion	29	258
Accuracy	56	426

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Storm, Dark, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Nut Shell	Fire
4	Sand Blast	Supp.
16	Bubble Bath	Water
25	Pick-Me-Up	Supp.
35	Waterspout	Water
50	Towering Inferno	Fire
–	–	–
–	–	–

136 SNIPER SPITOO



Max Lv.	99	Growth Pattern	Average
Stamina	35	Stamina Recovery	2.9
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★ ★		

9%

Abilities	Lv. 1	Max Lv.
Attack	30	246
Defense	24	201
Mag. Attack	40	324
Mag. Defense	18	155
Evasion	29	244
Accuracy	56	441

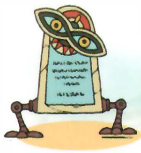
Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Nut Shell	Fire
4	Sand Blast	Supp.
15	Hellitosis	Supp.
24	Short Circuit	Storm
33	Smoke Bomb	Supp.
50	Wallop	Phys.
–	–	–
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 137–140 Automata

Monolith

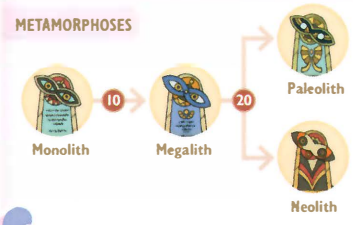
Miracle Move Stony Gaze
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Sleep/Confusion/Poison
○ Stun/Nix	✕ —

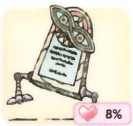
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a megalith.
Unlock Slot 2	When it metamorphoses into a paleolith or a neolith.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



137 MONOLITH



Max Lv. 26	Growth Pattern	Early
Stamina 40	Stamina Recovery	1.45
Movement Speed	★ ★ ★	
Attack Speed	★ ★	

8%

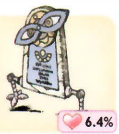
Abilities	Lv. 1	Max Lv.
Attack	7	58
Defense	22	181
Mag. Attack	16	129
Mag. Defense	11	81
Evasion	10	71
Accuracy	13	91

Affinities/Resistances			
Phys.	80%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Bracer	Supp.
4	Petrifying Puff	Supp.
9	Spite	Supp.
15	Drowsy Drops	Supp.
–	–	–
–	–	–
–	–	–
–	–	–

138 MEGALITH



Max Lv. 42	Growth Pattern	Early
Stamina 45	Stamina Recovery	1.65
Movement Speed	★ ★ ★	
Attack Speed	★ ★	

6.4%

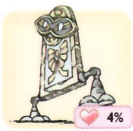
Abilities	Lv. 1	Max Lv.
Attack	23	101
Defense	86	307
Mag. Attack	56	215
Mag. Defense	23	140
Evasion	20	124
Accuracy	27	157

Affinities/Resistances			
Phys.	70%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Water, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Bracer	Supp.
6	Yoo-Hoo	Supp.
12	Water Bomb	Water
16	Evil Embrace	Supp.
27	Hocus Focus	Supp.
–	–	–
–	–	–
–	–	–
–	–	–

139 PALEOLITH



Max Lv. 50	Growth Pattern	Early
Stamina 50	Stamina Recovery	1.9
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

4%

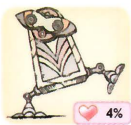
Abilities	Lv. 1	Max Lv.
Attack	34	136
Defense	140	402
Mag. Attack	85	277
Mag. Defense	39	186
Evasion	33	165
Accuracy	45	207

Affinities/Resistances			
Phys.	60%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Water, Neutral

Tricks		
Lv.	Name	Effect
1	Bracer	Supp.
1	Yoo-Hoo	Supp.
13	Thunderstorm	Storm
18	Razzle Dazzle	Supp.
27	Upsy-Daisy	Heal
35	Crosswind	Storm
–	–	–
–	–	–

140 NEOLITH



Max Lv. 50	Growth Pattern	Early
Stamina 50	Stamina Recovery	1.9
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

4%

Abilities	Lv. 1	Max Lv.
Attack	38	154
Defense	140	402
Mag. Attack	79	257
Mag. Defense	39	186
Evasion	33	165
Accuracy	45	207

Affinities/Resistances			
Phys.	60%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Water, Neutral

Tricks		
Lv.	Name	Effect
1	Bracer	Supp.
1	Yoo-Hoo	Supp.
12	Spire of Fire	Fire
23	Blunt	Supp.
29	Leech	Dark
34	Heat Ray	Fire
–	–	–
–	–	–



No. 141–144 Automata

Sprog Cog

Shields | Scales | Patches

Miracle Move Bolt Shower
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Sleep/Confusion/Poison
○ Stun/Nix	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a hot cog.
Unlock Slot 2	When it metamorphoses into a supercogductor or a cogdenser and reaches level 36.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



141 SPROG COG



Max Lv. 22	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

8%

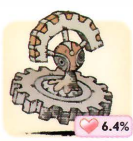
Abilities	Lv. 1	Max Lv.
Attack	10	71
Defense	16	110
Mag. Attack	12	81
Mag. Defense	11	71
Evasion	9	54
Accuracy	10	62

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Sand Blast	Supp.
8	Blunt	Supp.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

142 HOT COG



Max Lv. 40	Growth Pattern	Early
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

6.4%

Abilities	Lv. 1	Max Lv.
Attack	36	133
Defense	57	190
Mag. Attack	40	150
Mag. Defense	25	124
Evasion	19	107
Accuracy	21	108

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Sand Blast	Supp.
6	Fling Flame	Fire
16	Hocus Focus	Supp.
29	Firewall	Fire
–	–	–
–	–	–
–	–	–
–	–	–

143 SUPERCOGDUCTOR



Max Lv. 72	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

4%

Abilities	Lv. 1	Max Lv.
Attack	53	216
Defense	86	301
Mag. Attack	70	284
Mag. Defense	43	228
Evasion	39	225
Accuracy	40	225

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Storm, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Sand Blast	Supp.
5	Fling Flame	Fire
17	Thunderbolt	Storm
26	Pick-Me-Up	Supp.
33	Short Circuit	Storm
40	Belly Buster	Phys.
–	–	–
–	–	–

144 COGDENSER



Max Lv. 72	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

4%

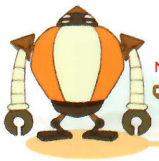
Abilities	Lv. 1	Max Lv.
Attack	49	193
Defense	86	301
Mag. Attack	65	261
Mag. Defense	46	251
Evasion	39	225
Accuracy	43	248

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water, Storm, Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Sand Blast	Supp.
5	Fling Flame	Fire
14	Bracer	Supp.
26	Snowstorm	Water
34	Soulshield	Supp.
41	Hailstone	Water
–	–	–
–	–	–

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No. 145–148 Automata

Tin-Man

Axes & Hammers | Armor | Patches

Miracle Move Prism Guard

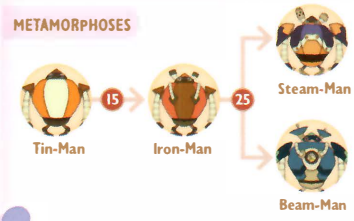
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Sleep/Confusion/Poison
○ Stun/Nix	✕ —

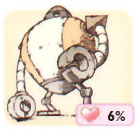
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a steam-man or beam-man.
Unlock Slot 2	When its familiarity becomes 3.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



145 TIN-MAN



Max Lv. 22	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.45
Movement Speed	★ ★	
Attack Speed	★	

Abilities	Lv. 1	Max Lv.
Attack	13	89
Defense	14	98
Mag. Attack	7	51
Mag. Defense	11	70
Evasion	7	45
Accuracy	7	40

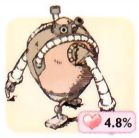
Affinities/Resistances			
Phys.	80%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks

Lv.	Name	Effect
1	Yoo-Hoo	Supp.
12	Sling Stone	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

146 IRON-MAN



Max Lv. 38	Growth Pattern	Early
Stamina 35	Stamina Recovery	1.75
Movement Speed	★ ★	
Attack Speed	★ ★	

Abilities	Lv. 1	Max Lv.
Attack	47	162
Defense	54	180
Mag. Attack	25	95
Mag. Defense	27	132
Evasion	16	87
Accuracy	12	66

Affinities/Resistances			
Phys.	70%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Storm, Light, Neutral

Tricks

Lv.	Name	Effect
1	Yoo-Hoo	Supp.
8	Short Circuit	Storm
16	Rolling Stone	Phys.
27	Crosswind	Storm
–	–	–
–	–	–
–	–	–
–	–	–

147 STEAM-MAN



Max Lv. 60	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.05
Movement Speed	★	
Attack Speed	★ ★	

Abilities	Lv. 1	Max Lv.
Attack	64	222
Defense	81	272
Mag. Attack	40	168
Mag. Defense	51	249
Evasion	28	159
Accuracy	19	123

Affinities/Resistances			
Phys.	60%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Storm, Neutral

Tricks

Lv.	Name	Effect
1	Yoo-Hoo	Supp.
7	Short Circuit	Storm
17	Belly Buster	Phys.
26	Rockfall	Phys.
33	Sharpener	Supp.
42	Haymaker	Phys.
–	–	–
–	–	–

148 BEAM-MAN



Max Lv. 60	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.05
Movement Speed	★	
Attack Speed	★ ★	

Abilities	Lv. 1	Max Lv.
Attack	69	244
Defense	81	272
Mag. Attack	36	148
Mag. Defense	51	249
Evasion	28	159
Accuracy	19	123

Affinities/Resistances			
Phys.	60%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Storm, Neutral

Tricks

Lv.	Name	Effect
1	Yoo-Hoo	Supp.
7	Short Circuit	Storm
17	Thunderstorm	Storm
26	Soulshield	Supp.
34	Bracer	Supp.
42	Light of Life	Heal
–	–	–
–	–	–



No. 149–152 Automata

Clinketyclank

Horns & Claws | Headgear | Scales

Miracle Move Bolt Shower

P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Sleep/Confusion/Poison
○ Stun/Nix	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a clinketyclank reaches level 12.
Unlock Slot 2	When it metamorphoses into a clinketyclank LX or a clinketyclank DX.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



149 CLINKETYCLANK



Max Lv. 25	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	10	76
Defense	11	79
Mag. Attack	10	76
Mag. Defense	13	87
Evasion	14	97
Accuracy	12	82

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Light, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Thunderspark	Storm
7	See Stars	Phys.
14	Plasma Ball	Storm
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

150 CLINKETYCLANK MK. 2



Max Lv. 48	Growth Pattern	Early
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	33	144
Defense	36	152
Mag. Attack	30	127
Mag. Defense	26	153
Evasion	30	171
Accuracy	26	161

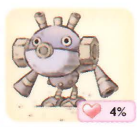
Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Light, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Thunderspark	Storm
8	Short Circuit	Storm
15	See Sense	Heal
28	Thunderstorm	Storm
–	–	–
–	–	–
–	–	–
–	–	–

151 CLINKETYCLANK LX



Max Lv. 68	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	50	204
Defense	59	239
Mag. Attack	47	202
Mag. Defense	46	241
Evasion	54	267
Accuracy	49	252

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Fire, Light, Dark, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Thunderspark	Storm
7	Short Circuit	Storm
16	Thunderstorm	Storm
24	Water Bomb	Water
32	Water Cannon	Water
43	Geyser	Water
–	–	–
–	–	–

152 CLINKETYCLANK DX



Max Lv. 68	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	54	227
Defense	59	239
Mag. Attack	43	180
Mag. Defense	46	241
Evasion	54	267
Accuracy	49	252

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Light, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Thunderspark	Storm
7	Short Circuit	Storm
19	Pick-Me-Up	Supp.
27	Slash 'n' Burn	Fire
45	Drop Chop	Phys.
55	Ray Gun	Fire
–	–	–
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 153–156 Automata

Fuddy-Daddy

Axes & Hammers | Clothes | Fangs

Miracle Move Conflagration

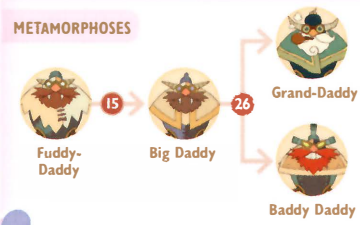
P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Sleep/Confusion/Poison
○ Stun/Nix	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a grand-daddy or baddy-daddy.
Unlock Slot 2	When it metamorphoses into a grand-daddy or a baddy-daddy and reaches level 30.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



153 FUDDY-DADDY



Max Lv. 18	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

8%

Abilities	Lv. 1	Max Lv.
Attack	11	70
Defense	14	82
Mag. Attack	11	70
Mag. Defense	13	72
Evasion	13	68
Accuracy	6	32

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	50%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Yoo-Hoo	Supp.
7	Razzle Dazzle	Supp.
16	Plasma Ball	Storm
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

154 BIG DADDY



Max Lv. 50	Growth Pattern	Early
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	41	171
Defense	50	202
Mag. Attack	37	153
Mag. Defense	31	171
Evasion	32	179
Accuracy	13	90

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	50%
Light	100%	Dark	100%

Gems: Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Yoo-Hoo	Supp.
8	Thunderstorm	Storm
17	See Stars	Phys.
27	Rockfall	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

155 GRAND-DADDY



Max Lv. 70	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	61	238
Defense	82	306
Mag. Attack	62	259
Mag. Defense	52	261
Evasion	53	253
Accuracy	23	154

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	50%
Light	100%	Dark	100%

Gems: Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Yoo-Hoo	Supp.
7	Thunderstorm	Storm
17	Smoke Bomb	Supp.
27	Crosswind	Storm
36	Mighty Light	Light
49	Wind Tunnel	Storm
–	–	–
–	–	–

156 BADDY-DADDY



Max Lv. 70	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	61	238
Defense	88	332
Mag. Attack	57	236
Mag. Defense	52	261
Evasion	53	253
Accuracy	21	134

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Yoo-Hoo	Supp.
7	Thunderstorm	Storm
16	Sharpener	Supp.
29	Sabotage	Supp.
50	Wallop	Phys.
60	Ray Gun	Fire
–	–	–
–	–	–



No. 157–160 Flora

Lumberwood

Shields | Patches | Patches

Miracle Move Groundswell

P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Stun
○ Curse	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	Unlocked from the start.
Unlock Slot 2	When it metamorphoses into an umberwood or a wildwood.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



157 LUMBERWOOD



Max Lv. 10	Growth Pattern	Early
Stamina 40	Stamina Recovery	1.45
Movement Speed	★ ★	
Attack Speed	★	

6%

Abilities	Lv. 1	Max Lv.
Attack	20	68
Defense	32	153
Mag. Attack	19	80
Mag. Defense	23	85
Evasion	18	63
Accuracy	20	68

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Sling Stone	Phys.
6	Healing Tear	Heal
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

158 LIMBERWOOD



Max Lv. 18	Growth Pattern	Early
Stamina 45	Stamina Recovery	1.65
Movement Speed	★ ★	
Attack Speed	★	

—

Abilities	Lv. 1	Max Lv.
Attack	45	138
Defense	154	303
Mag. Attack	60	141
Mag. Defense	64	171
Evasion	38	117
Accuracy	45	138

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Sling Stone	Phys.
8	Healthy Glow	Heal
12	Sickly Spores	Supp.
17	Rockfall	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

159 UMBERWOOD



Max Lv. 30	Growth Pattern	Early
Stamina 50	Stamina Recovery	1.9
Movement Speed	★ ★	
Attack Speed	★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	68	227
Defense	231	475
Mag. Attack	76	203
Mag. Defense	101	294
Evasion	54	191
Accuracy	68	227

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Sling Stone	Phys.
9	Healthy Glow	Heal
13	Belly Buster	Phys.
14	Healing Rain	Heal
20	Stalagmitts	Phys.
24	Shower Curtain	Supp.
–	–	–
–	–	–

160 WILDWOOD



Max Lv. 30	Growth Pattern	Early
Stamina 50	Stamina Recovery	1.9
Movement Speed	★ ★	
Attack Speed	★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	68	227
Defense	231	475
Mag. Attack	80	218
Mag. Defense	96	277
Evasion	54	191
Accuracy	68	227

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Sling Stone	Phys.
9	Healthy Glow	Heal
14	Crosswind	Storm
18	Earsplitter	Phys.
22	Yoo-Hoo	Supp.
25	Haymaker	Phys.
–	–	–
–	–	–

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No. 161–164 **Bubbud** — Flora

Spears | Clothes | Scales

Miracle Move: **New Dawn**

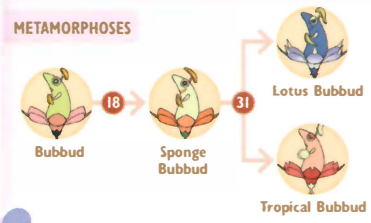
P.D. Command: **Defend!**

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Stun
○ Curse	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	Unlocked from the start.
Unlock Slot 2	When it metamorphoses into a lotus bubbud or a tropical bubbud and reaches level 43.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



161 BUBBUD



Max Lv. 48	Growth Pattern: Early
Stamina 25	Stamina Recovery 1.8
Movement Speed ★ ★	
Attack Speed ★ ★ ★	

8%

Abilities	Lv. 1	Max Lv.
Attack	6	63
Defense	10	130
Mag. Attack	14	174
Mag. Defense	10	108
Evasion	7	76
Accuracy	10	104

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Healing Tear	Heal
5	Rise and Shine	Heal
12	See Sense	Heal
–	–	–
–	–	–
–	–	–
–	–	–

162 SPONGE BUBBUD



Max Lv. 65	Growth Pattern: Early
Stamina 30	Stamina Recovery 2.3
Movement Speed ★ ★	
Attack Speed ★ ★ ★	

6.4%

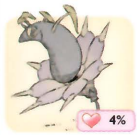
Abilities	Lv. 1	Max Lv.
Attack	11	88
Defense	44	170
Mag. Attack	60	257
Mag. Defense	29	170
Evasion	16	125
Accuracy	24	166

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Healing Tear	Heal
7	Soulshield	Supp.
15	Razzle Dazzle	Supp.
26	Healthy Glow	Heal
–	–	–
–	–	–
–	–	–
–	–	–

163 LOTUS BUBBUD



Max Lv. 99	Growth Pattern: Early
Stamina 35	Stamina Recovery 2.9
Movement Speed ★ ★ ★	
Attack Speed ★ ★ ★	

4%

Abilities	Lv. 1	Max Lv.
Attack	15	110
Defense	60	229
Mag. Attack	91	340
Mag. Defense	43	209
Evasion	28	179
Accuracy	38	206

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Healing Tear	Heal
8	Soulshield	Supp.
17	Upsy-Daisy	Heal
26	Bracer	Supp.
35	Shower Curtain	Supp.
50	Aurora Curealis	Heal
–	–	–
–	–	–

164 TROPICAL BUBBUD



Max Lv. 99	Growth Pattern: Early
Stamina 35	Stamina Recovery 2.9
Movement Speed ★ ★ ★	
Attack Speed ★ ★ ★	

4%

Abilities	Lv. 1	Max Lv.
Attack	14	103
Defense	67	227
Mag. Attack	91	335
Mag. Defense	40	201
Evasion	25	170
Accuracy	33	196

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Healing Tear	Heal
8	Soulshield	Supp.
17	Healing Rain	Heal
26	Lease of Life	Heal
35	Twinkle Twinkle	Light
49	Restorer Aurora	Heal
–	–	–
–	–	–



No. 165–168 **Green Buncher** — Flora

Axes & Hammers | Patches | Patches

Miracle Move: **Prism Guard**

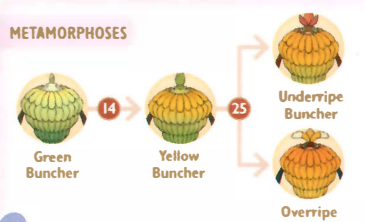
P.D. Command: **Psyche Up!**

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Stun
○ Curse	✕ —

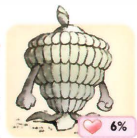
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a yellow buncher.
Unlock Slot 2	When it metamorphoses into an underripe or an overripe buncher.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



165 GREEN BUNCHER



Max Lv. 20	Growth Pattern: Early
Stamina 35	Stamina Recovery 1.45
Movement Speed ★ ★	
Attack Speed ★	

6%

Abilities	Lv. 1	Max Lv.
Attack	14	81
Defense	11	74
Mag. Attack	11	70
Mag. Defense	9	52
Evasion	10	57
Accuracy	9	49

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Stalagmitts	Phys.
7	Blunt	Supp.
13	Sand Blast	Supp.
–	–	–
–	–	–
–	–	–
–	–	–

166 YELLOW BUNCHER



Max Lv. 38	Growth Pattern: Early
Stamina 40	Stamina Recovery 1.75
Movement Speed ★ ★	
Attack Speed ★	

4.8%

Abilities	Lv. 1	Max Lv.
Attack	35	165
Defense	45	140
Mag. Attack	37	135
Mag. Defense	23	104
Evasion	22	116
Accuracy	18	101

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Water, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Stalagmitts	Phys.
10	Belly Buster	Phys.
18	Pebble Pelt	Phys.
27	Bubble Bath	Water
–	–	–
–	–	–
–	–	–
–	–	–

167 UNDERRIPE BUNCHER



Max Lv. 62	Growth Pattern: Early
Stamina 45	Stamina Recovery 2.05
Movement Speed ★ ★	
Attack Speed ★ ★	

3%

Abilities	Lv. 1	Max Lv.
Attack	67	305
Defense	76	262
Mag. Attack	59	230
Mag. Defense	42	208
Evasion	37	186
Accuracy	37	204

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Water, Neutral

Tricks		
Lv.	Name	Effect
1	Stalagmitts	Phys.
9	Belly Buster	Phys.
18	Healing Tear	Heal
30	Sharpener	Supp.
38	Wallop	Phys.
–	–	–
–	–	–
–	–	–

168 OVERRIPE BUNCHER



Max Lv. 62	Growth Pattern: Early
Stamina 45	Stamina Recovery 2.05
Movement Speed ★ ★	
Attack Speed ★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	71	328
Defense	70	238
Mag. Attack	64	252
Mag. Defense	39	187
Evasion	37	186
Accuracy	37	204

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Water, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Stalagmitts	Phys.
9	Belly Buster	Phys.
20	Rockfall	Phys.
31	Maddening Melody	Supp.
40	Bowlder	Phys.
–	–	–
–	–	–
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 169–172 — Flora

Napcap

Blades | Headgear | Patches

Miracle Move Sporestorm

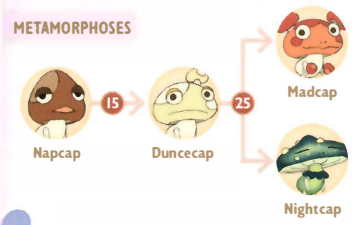
P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
—	Stun
Curse	—

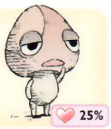
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a duncecap.
Unlock Slot 2	When it metamorphoses into a madcap or a nightcap.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



169 NAPCAP



Max Lv.	55	Growth Pattern	Early
Stamina	30	Stamina Recovery	2
Movement Speed	★★★★		
Attack Speed	★★★★		

Abilities	Lv. 1	Max Lv.
Attack	6	82
Defense	5	82
Mag. Attack	9	122
Mag. Defense	6	85
Evasion	17	212
Accuracy	11	136

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Blunt	Supp.
6	Sickly Spores	Supp.
15	Razzle Dazzle	Supp.
–	–	–
–	–	–
–	–	–
–	–	–

170 DUNCECAP



Max Lv.	75	Growth Pattern	Average
Stamina	35	Stamina Recovery	2.7
Movement Speed	★★★★		
Attack Speed	★★★★		

Abilities	Lv. 1	Max Lv.
Attack	12	148
Defense	15	175
Mag. Attack	20	207
Mag. Defense	15	181
Evasion	32	288
Accuracy	21	213

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Blunt	Supp.
9	Healing Rain	Heal
21	Mighty Light	Light
32	Second Wind	Heal
–	–	–
–	–	–
–	–	–
–	–	–

171 MADCAP



Max Lv.	99	Growth Pattern	Late
Stamina	40	Stamina Recovery	3.6
Movement Speed	★★★★★		
Attack Speed	★★★★★		

Abilities	Lv. 1	Max Lv.
Attack	14	281
Defense	15	312
Mag. Attack	18	337
Mag. Defense	16	306
Evasion	27	404
Accuracy	20	332

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Blunt	Supp.
9	Healing Rain	Heal
17	Time to Shine	Supp.
27	Firewall	Fire
34	Tricksy Nixy	Supp.
52	Towering Inferno	Fire
–	–	–
–	–	–

172 NIGHTCAP



Max Lv.	99	Growth Pattern	Late
Stamina	40	Stamina Recovery	3.6
Movement Speed	★★★★★		
Attack Speed	★★★★★		

Abilities	Lv. 1	Max Lv.
Attack	12	249
Defense	15	312
Mag. Attack	19	353
Mag. Defense	17	322
Evasion	27	404
Accuracy	21	348

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Storm, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Blunt	Supp.
9	Healing Rain	Heal
18	Smoke Bomb	Supp.
25	Gust Buster	Storm
34	Love-Struck	Supp.
52	Light Relief	Heal
–	–	–
–	–	–



No. 173–176 — Vermes

Worker Bumbler

Spears | Clothes | Scales

Miracle Move Inner Strength

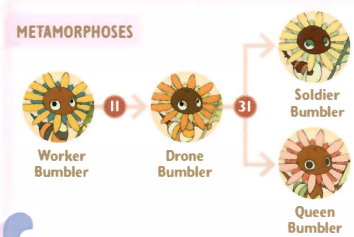
P.D. Command Evade!

Ailment Vulnerabilities	Ailment Resistances
—	Poison
Unconciousness	—

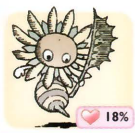
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a worker bumbler reaches level 13, or metamorphoses into a drone bumbler.
Unlock Slot 2	When it metamorphoses into a drone bumbler.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



173 WORKER BUMBLER



Max Lv.	46	Growth Pattern	Early
Stamina	20	Stamina Recovery	2
Movement Speed	★★★★		
Attack Speed	★★★		

Abilities	Lv. 1	Max Lv.
Attack	9	94
Defense	6	64
Mag. Attack	12	162
Mag. Defense	8	88
Evasion	10	120
Accuracy	11	122

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Poison Pinch	Phys.
10	Smash Hit	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

174 DRONE BUMBLER



Max Lv.	68	Growth Pattern	Early
Stamina	25	Stamina Recovery	2.7
Movement Speed	★★★★		
Attack Speed	★★★		

Abilities	Lv. 1	Max Lv.
Attack	15	138
Defense	11	112
Mag. Attack	51	219
Mag. Defense	17	127
Evasion	34	187
Accuracy	24	198

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Fire, Storm, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Poison Pinch	Phys.
7	Pick-Me-Up	Supp.
14	Whirligig	Storm
25	Ray of Light	Phys.
–	–	–
–	–	–
–	–	–
–	–	–

175 SOLDIER BUMBLER



Max Lv.	99	Growth Pattern	Average
Stamina	30	Stamina Recovery	3.6
Movement Speed	★★★★		
Attack Speed	★★★		

Abilities	Lv. 1	Max Lv.
Attack	26	251
Defense	19	199
Mag. Attack	42	341
Mag. Defense	24	228
Evasion	36	309
Accuracy	36	296

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Fire, Storm, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Poison Pinch	Phys.
6	Pick-Me-Up	Supp.
16	Slice 'n' Dice	Phys.
29	Petrifying Poke	Phys.
48	Super Slash	Phys.
–	–	–
–	–	–
–	–	–

176 QUEEN BUMBLER



Max Lv.	99	Growth Pattern	Average
Stamina	30	Stamina Recovery	3.6
Movement Speed	★★★★		
Attack Speed	★★★		

Abilities	Lv. 1	Max Lv.
Attack	25	210
Defense	20	197
Mag. Attack	41	329
Mag. Defense	25	230
Evasion	36	307
Accuracy	36	280

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Fire, Storm, Neutral

Tricks		
Lv.	Name	Effect
1	Poison Pinch	Phys.
6	Pick-Me-Up	Supp.
18	Ray of Life	Heal
32	Light Relief	Heal
49	Second Wind	Heal
–	–	–
–	–	–
–	–	–

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No. 177–180 Vermes

Whippersnapper

Shields | Patches | Patches

Miracle Move Sporestorm

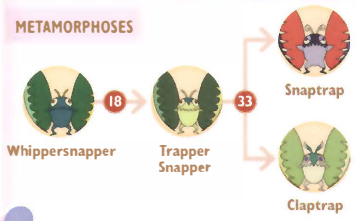
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Poison
○ Unconciousness	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a trapper snapper.
Unlock Slot 2	When it metamorphoses into a trapper snapper and reaches level 25.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



177 WHIPPERSNAPPER



Max Lv.	32	Growth Pattern	Early
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★ ★		
Attack Speed	★ ★		

13%

Abilities	Lv. 1	Max Lv.
Attack	7	59
Defense	15	125
Mag. Attack	9	96
Mag. Defense	9	77
Evasion	6	58
Accuracy	7	59

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks

Lv.	Name	Effect
1	Bracer	Supp.
6	Razzle Dazzle	Supp.
13	Whirligig	Storm
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

178 TRAPPER SNAPPER



Max Lv.	55	Growth Pattern	Average
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★		

10.4%

Abilities	Lv. 1	Max Lv.
Attack	15	116
Defense	31	201
Mag. Attack	24	159
Mag. Defense	21	151
Evasion	15	125
Accuracy	15	116

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Bracer	Supp.
7	Roly-Poly	Phys.
15	Poison Pinch	Phys.
26	Crosswind	Storm
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

179 SNAPTRAP



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★		

6.5%

Abilities	Lv. 1	Max Lv.
Attack	23	226
Defense	43	369
Mag. Attack	30	276
Mag. Defense	31	266
Evasion	23	222
Accuracy	22	207

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Bracer	Supp.
8	Roly-Poly	Phys.
19	Phantom Fangs	Phys.
28	Heat Ray	Fire
34	Rise and Shine	Heal
51	Flame Fan	Fire
–	–	–
–	–	–

180 CLAPTRAP



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★		

6.5%

Abilities	Lv. 1	Max Lv.
Attack	22	183
Defense	43	361
Mag. Attack	30	280
Mag. Defense	31	251
Evasion	23	212
Accuracy	23	204

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Bracer	Supp.
8	Roly-Poly	Phys.
18	Sabotage	Supp.
28	Healthy Glow	Heal
36	Light Fantastic	Supp.
50	Restorer Aurora	Heal
–	–	–
–	–	–



No. 181–184 Vermes

Sillymander

Horns & Claws | Fangs

Miracle Move Conflagration

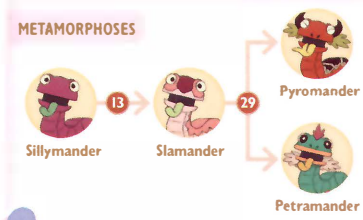
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Poison
○ Unconciousness	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When sillymander reaches level 14 or metamorphoses into a slamander.
Unlock Slot 2	When it metamorphoses into a pyromander or a petramander and reaches level 42.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



181 SILLYMANDER



Max Lv.	40	Growth Pattern	Early
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

8%

Abilities	Lv. 1	Max Lv.
Attack	9	86
Defense	12	120
Mag. Attack	6	68
Mag. Defense	16	167
Evasion	11	121
Accuracy	9	86

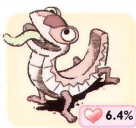
Affinities/Resistances			
Phys.	150%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Storm, Light, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Sabotage	Supp.
5	Fling Flame	Fire
14	Hellitosis	Supp.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

182 SLAMANDER



Max Lv.	58	Growth Pattern	Average
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

6.4%

Abilities	Lv. 1	Max Lv.
Attack	15	114
Defense	21	160
Mag. Attack	14	127
Mag. Defense	31	214
Evasion	23	172
Accuracy	15	114

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Light, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Sabotage	Supp.
7	Blunt	Supp.
16	Hot Huff	Fire
26	Roly-Poly	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

183 PYROMANDER



Max Lv.	99	Growth Pattern	Late
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

–

Abilities	Lv. 1	Max Lv.
Attack	16	275
Defense	20	312
Mag. Attack	14	275
Mag. Defense	28	392
Evasion	22	348
Accuracy	16	275

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Light, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Sabotage	Supp.
6	Blunt	Supp.
18	Pyro Puff	Fire
29	Phantom Fangs	Phys.
36	Petrifying Poke	Phys.
52	Wallop	Phys.
–	–	–
–	–	–

184 PETRAMANDER



Max Lv.	99	Growth Pattern	Late
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

4%

Abilities	Lv. 1	Max Lv.
Attack	15	257
Defense	20	319
Mag. Attack	15	271
Mag. Defense	28	401
Evasion	22	345
Accuracy	16	276

Affinities/Resistances			
Phys.	150%	Fire	50%
Water	50%	Storm	50%
Light	100%	Dark	100%

Gems: Storm, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Sabotage	Supp.
6	Blunt	Supp.
19	Petrifying Puff	Supp.
27	Crosswind	Storm
35	Earsplitter	Phys.
52	Twister	Storm
–	–	–
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 185–188 Vermes

Oroboros

Spears | Clothes | Fangs

Miracle Move Time Flies

P.D. Command Evade!

Ailment Vulnerabilities	Ailment Resistances
—	Poison
Unconciousness	—

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When an oroboros reaches level 10.
Unlock Slot 2	When it metamorphoses into a chloroboros.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



185 OROBOROS



Max Lv. 45	Growth Pattern	Early
Stamina 25	Stamina Recovery	1.8
Movement Speed	★ ★	
Attack Speed	★ ★ ★	

25%

Abilities	Lv. 1	Max Lv.
Attack	6	70
Defense	6	70
Mag. Attack	9	124
Mag. Defense	9	105
Evasion	11	138
Accuracy	7	83

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Pick-Me-Up	Supp.
5	Sand Blast	Supp.
13	Body Blast	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

186 CHLOROBOROS



Max Lv. 68	Growth Pattern	Early
Stamina 30	Stamina Recovery	2.3
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

20%

Abilities	Lv. 1	Max Lv.
Attack	12	124
Defense	10	106
Mag. Attack	40	189
Mag. Defense	21	154
Evasion	37	195
Accuracy	15	143

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Storm, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Pick-Me-Up	Supp.
6	Hellitosis	Supp.
16	Plasma Ball	Storm
25	See Stars	Phys.
–	–	–
–	–	–
–	–	–
–	–	–

187 OBSCUROBOROS



Max Lv. 99	Growth Pattern	Average
Stamina 35	Stamina Recovery	2.9
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★	

12.5%

Abilities	Lv. 1	Max Lv.
Attack	24	239
Defense	21	237
Mag. Attack	35	293
Mag. Defense	31	280
Evasion	38	319
Accuracy	28	260

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	150%	Dark	50%

Gems: Fire, Water, Storm, Neutral

Tricks		
Lv.	Name	Effect
1	Pick-Me-Up	Supp.
6	Hellitosis	Supp.
18	Petrifying Puff	Supp.
27	Demon's Fury	Dark
37	Darkness Beckons	Dark
46	Black Blast	Dark
–	–	–
–	–	–

188 FLUOROBOROS



Max Lv. 99	Growth Pattern	Average
Stamina 35	Stamina Recovery	2.9
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★	

12.5%

Abilities	Lv. 1	Max Lv.
Attack	24	218
Defense	20	195
Mag. Attack	36	317
Mag. Defense	31	265
Evasion	38	318
Accuracy	28	241

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	50%	Dark	150%

Gems: Fire, Storm, Neutral

Tricks		
Lv.	Name	Effect
1	Pick-Me-Up	Supp.
6	Hellitosis	Supp.
17	Healthy Glow	Heal
26	Upsy-Daisy	Heal
38	Twinkle Twinkle	Light
50	Lease of Life	Heal
–	–	–
–	–	–



No. 189–192 Vermes

Incy

Armor | Scales | Patches

Miracle Move Inner Strength

P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
—	Poison
Unconciousness	—

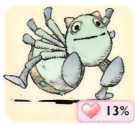
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a wincy.
Unlock Slot 2	When it metamorphoses into a wincy and reaches level 35, or metamorphoses into a web master or a weaver diva.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



189 INCY



Max Lv. 48	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.45
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

13%

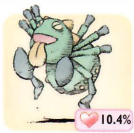
Abilities	Lv. 1	Max Lv.
Attack	12	131
Defense	10	109
Mag. Attack	6	80
Mag. Defense	10	119
Evasion	6	76
Accuracy	6	68

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Roly-Poly	Phys.
5	Sand Blast	Supp.
13	Pebble Pelt	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

190 WINCY



Max Lv. 63	Growth Pattern	Early
Stamina 35	Stamina Recovery	1.75
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

10.4%

Abilities	Lv. 1	Max Lv.
Attack	27	171
Defense	23	159
Mag. Attack	29	100
Mag. Defense	33	173
Evasion	26	113
Accuracy	13	103

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Water, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Roly-Poly	Phys.
7	Tricksy Nixy	Supp.
14	See Sense	Heal
23	Bubble Bath	Water
–	–	–
–	–	–
–	–	–
–	–	–

191 WEB MASTER



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.05
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

6.5%

Abilities	Lv. 1	Max Lv.
Attack	34	293
Defense	33	288
Mag. Attack	22	227
Mag. Defense	37	310
Evasion	23	221
Accuracy	20	205

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Water, Neutral

Tricks		
Lv.	Name	Effect
1	Roly-Poly	Phys.
6	Tricksy Nixy	Supp.
17	Slow Poke	Supp.
26	Maddening Melody	Supp.
33	Stalagmitts	Phys.
45	Wind Tunnel	Storm
–	–	–
–	–	–

192 WEAVER DIVA



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.05
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

6.5%

Abilities	Lv. 1	Max Lv.
Attack	34	293
Defense	33	288
Mag. Attack	22	227
Mag. Defense	36	290
Evasion	23	221
Accuracy	21	224

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Water, Neutral

Tricks		
Lv.	Name	Effect
1	Roly-Poly	Phys.
6	Tricksy Nixy	Supp.
18	Healing Rain	Heal
28	Mighty Light	Light
36	Lease of Life	Heal
50	Wallop	Phys.
–	–	–
–	–	–

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No. 193–196 Nymphae

Lagoon Naiad

Cloaks | Patches | Medals

Miracle Move Rosy Glow

P.D. Command Evade!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Nix
○ Curse	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a sea naiad.
Unlock Slot 2	When it metamorphoses into a sea naiad and reaches level 32.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



193 LAGOON NAIAD



Max Lv.	42	Growth Pattern	Early
Stamina	25	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

8%

Abilities	Lv. 1	Max Lv.
Attack	5	50
Defense	6	63
Mag. Attack	18	185
Mag. Defense	13	146
Evasion	9	95
Accuracy	11	114

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light Phys. Neutral

Tricks

Lv.	Name	Effect
1	Healing Tear	Heal
1	See Stars	Phys.
15	Blunt	Supp.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

194 SEA NAIAD



Max Lv.	65	Growth Pattern	Early
Stamina	30	Stamina Recovery	2.3
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

6.4%

Abilities	Lv. 1	Max Lv.
Attack	10	87
Defense	12	106
Mag. Attack	46	269
Mag. Defense	51	204
Evasion	29	152
Accuracy	27	160

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light Phys. Neutral

Tricks

Lv.	Name	Effect
1	Healing Tear	Heal
8	Rise and Shine	Heal
17	Sickly Spores	Supp.
28	Healing Rain	Heal
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

195 LESSER SPOTTED NAIAD



Max Lv.	99	Growth Pattern	Average
Stamina	35	Stamina Recovery	2.9
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★ ★		

4%

Abilities	Lv. 1	Max Lv.
Attack	18	193
Defense	21	196
Mag. Attack	56	387
Mag. Defense	44	345
Evasion	32	273
Accuracy	32	270

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light Phys. Neutral

Tricks

Lv.	Name	Effect
1	Healing Tear	Heal
7	Rise and Shine	Heal
17	Light of Life	Heal
28	Shower Curtain	Supp.
35	Light Relief	Heal
50	Second Wind	Heal
–	–	–
–	–	–

196 GREATER NAIAD



Max Lv.	99	Growth Pattern	Average
Stamina	35	Stamina Recovery	2.9
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★ ★		

—

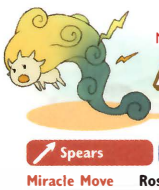
Abilities	Lv. 1	Max Lv.
Attack	18	170
Defense	22	193
Mag. Attack	56	380
Mag. Defense	43	335
Evasion	32	259
Accuracy	32	259

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light Phys. Neutral

Tricks

Lv.	Name	Effect
1	Healing Tear	Heal
7	Rise and Shine	Heal
18	Upsy-Daisy	Heal
26	Rock-a-Bye Baby	Supp.
34	Twinkle Twinkle	Light
52	Aurora Curealis	Heal
–	–	–
–	–	–



No. 197–200 Nymphae

Airhead

Spears | Clothes | Scales

Miracle Move Rosy Glow

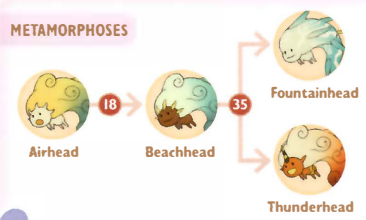
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Nix
○ Curse	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When an airhead reaches level 14.
Unlock Slot 2	When it metamorphoses into a fountainhead or a thunderhead.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



197 AIRHEAD



Max Lv.	50	Growth Pattern	Average
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

18%

Abilities	Lv. 1	Max Lv.
Attack	9	112
Defense	8	99
Mag. Attack	14	156
Mag. Defense	8	120
Evasion	8	115
Accuracy	7	95

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Light Neutral

Tricks

Lv.	Name	Effect
1	Thunderspark	Storm
7	Whirligig	Storm
16	Healing Tear	Heal
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

198 BEACHHEAD



Max Lv.	60	Growth Pattern	Average
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

14.4%

Abilities	Lv. 1	Max Lv.
Attack	19	142
Defense	18	141
Mag. Attack	27	198
Mag. Defense	19	164
Evasion	19	159
Accuracy	16	134

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Light Neutral

Tricks

Lv.	Name	Effect
1	Thunderspark	Storm
8	Enlighten	Supp.
16	Plasma Ball	Storm
26	Upsy-Daisy	Heal
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

199 FOUNTAINHEAD



Max Lv.	99	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

9%

Abilities	Lv. 1	Max Lv.
Attack	34	219
Defense	30	190
Mag. Attack	59	326
Mag. Defense	48	207
Evasion	42	202
Accuracy	29	173

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Fire Light Dark Phys. Neutral

Tricks

Lv.	Name	Effect
1	Thunderspark	Storm
8	Enlighten	Supp.
17	Thunderbolt	Storm
29	Waterspout	Water
36	Polar Puff	Water
49	Geyser	Water
–	–	–
–	–	–

200 THUNDERHEAD



Max Lv.	99	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★		
Attack Speed	★ ★ ★		

9%

Abilities	Lv. 1	Max Lv.
Attack	30	209
Defense	27	181
Mag. Attack	52	315
Mag. Defense	55	205
Evasion	45	197
Accuracy	29	167

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Light Neutral

Tricks

Lv.	Name	Effect
1	Thunderspark	Storm
8	Enlighten	Supp.
18	Thunderstorm	Storm
27	Short Circuit	Storm
34	Pick-Me-Up	Supp.
50	Twister	Storm
–	–	–
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 201–204 Nymphae

Seed Sprite

Spears | Clothes | Patches

Miracle Move New Dawn

P.D. Command Evade!

Ailment Vulnerabilities	Ailment Resistances
—	Nix
Curse	—

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	Unlocked from the start.
Unlock Slot 2	When its familiarity becomes 3.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



201 SEED SPRITE



Max Lv. 52	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★	

6%

Abilities	Lv. 1	Max Lv.
Attack	5	56
Defense	8	90
Mag. Attack	16	185
Mag. Defense	10	121
Evasion	13	158
Accuracy	9	103

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	50%	Dark	100%

Gems: Water, Neutral

Tricks

Lv.	Name	Effect
1	Drowsy Drops	Supp.
3	Water Bomb	Water
8	Healing Tear	Heal
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

202 SPROUT SPRITE



Max Lv. 72	Growth Pattern	Early
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★	

4.8%

Abilities	Lv. 1	Max Lv.
Attack	9	82
Defense	15	125
Mag. Attack	35	248
Mag. Defense	48	171
Evasion	47	196
Accuracy	21	123

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	50%	Dark	100%

Gems: Water, Neutral

Tricks

Lv.	Name	Effect
1	Drowsy Drops	Supp.
8	Bubble Bath	Water
16	Razzle Dazzle	Supp.
28	Healing Rain	Heal
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

203 SWEETPEA SPRITE



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★ ★	
Attack Speed	★ ★ ★	

3%

Abilities	Lv. 1	Max Lv.
Attack	17	163
Defense	26	221
Mag. Attack	49	372
Mag. Defense	34	289
Evasion	39	311
Accuracy	25	221

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	50%	Dark	100%

Gems: Water, Neutral

Tricks

Lv.	Name	Effect
1	Drowsy Drops	Supp.
8	Bubble Bath	Water
20	Second Wind	Heal
27	Water Cannon	Water
34	Sharpener	Supp.
48	Restorer Aurora	Heal
–	–	–
–	–	–
–	–	–

204 SUGARPLUM SPRITE



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★ ★	
Attack Speed	★ ★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	17	163
Defense	27	243
Mag. Attack	48	351
Mag. Defense	34	289
Evasion	39	311
Accuracy	25	221

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	100%	Storm	100%
Light	50%	Dark	100%

Gems: Water, Neutral

Tricks

Lv.	Name	Effect
1	Drowsy Drops	Supp.
8	Bubble Bath	Water
19	Snowblower	Water
30	Shower Curtain	Supp.
37	Polar Puff	Water
48	Aurora Curealis	Heal
–	–	–
–	–	–
–	–	–



No. 205–208 Nymphae

Toko

Spears | Cloaks | Medals

Miracle Move Groundswell

P.D. Command Evade!

Ailment Vulnerabilities	Ailment Resistances
—	Nix
Curse	—

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a tokotoko.
Unlock Slot 2	When its familiarity becomes 3.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



205 TOKO



Max Lv. 5	Growth Pattern	Early
Stamina 20	Stamina Recovery	2
Movement Speed	★ ★ ★ ★ ★	
Attack Speed	★ ★ ★	

2%

Abilities	Lv. 1	Max Lv.
Attack	27	58
Defense	27	58
Mag. Attack	46	104
Mag. Defense	47	164
Evasion	68	211
Accuracy	24	59

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks

Lv.	Name	Effect
1	Razzle Dazzle	Supp.
2	Blunt	Supp.
3	Healing Tear	Heal
4	Rolling Stone	Phys.
5	Parp	Neutral
–	–	–
–	–	–
–	–	–

206 TOKOTOKO



Max Lv. 6	Growth Pattern	Early
Stamina 25	Stamina Recovery	2.7
Movement Speed	★ ★ ★ ★ ★	
Attack Speed	★ ★ ★	

1.6%

Abilities	Lv. 1	Max Lv.
Attack	52	90
Defense	52	89
Mag. Attack	116	189
Mag. Defense	221	295
Evasion	321	440
Accuracy	58	93

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Razzle Dazzle	Supp.
2	Rock-a-Bye Baby	Supp.
3	Splish Slash	Water
4	Sabotage	Supp.
5	Slow Poke	Supp.
6	Stalagmitts	Phys.
–	–	–
–	–	–

207 TOKOTOCOLD



Max Lv. 8	Growth Pattern	Early
Stamina 30	Stamina Recovery	3.6
Movement Speed	★ ★ ★ ★ ★	
Attack Speed	★ ★ ★	

1%

Abilities	Lv. 1	Max Lv.
Attack	67	120
Defense	70	126
Mag. Attack	185	290
Mag. Defense	329	433
Evasion	596	770
Accuracy	77	129

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	50%	Dark	150%

Gems: Fire, Dark, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Razzle Dazzle	Supp.
1	Rock-a-Bye Baby	Supp.
2	Snowblower	Water
3	Rolling Stone	Phys.
4	Healing Rain	Heal
5	Tricksy Nixy	Supp.
6	Healthy Glow	Heal
7	Geyser	Water

208 DOCOTOKO



Max Lv. 8	Growth Pattern	Early
Stamina 30	Stamina Recovery	3.6
Movement Speed	★ ★ ★ ★ ★	
Attack Speed	★ ★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	70	127
Defense	70	126
Mag. Attack	185	290
Mag. Defense	320	420
Evasion	596	770
Accuracy	77	129

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	150%	Dark	50%

Gems: Fire, Dark, Phys., Neutral

Tricks

Lv.	Name	Effect
1	Razzle Dazzle	Supp.
1	Rock-a-Bye Baby	Supp.
2	Upsy-Daisy	Heal
3	Sabotage	Supp.
4	Pick-Me-Up	Supp.
5	Hocus Focus	Supp.
6	Hellitosis	Supp.
7	Light Fantastic	Supp.

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No. 209–212 Nymphae

Potty

Armor | Scales | Scales

Miracle Move Glacial Rain

P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Nix
○ Curse	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a potty reaches level 16.
Unlock Slot 2	When it metamorphoses into a jackpotty and reaches level 25.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



209 POTTY



Max Lv. 32	Growth Pattern	Average
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★	
Attack Speed	★ ★	

♡ 13%

Abilities	Lv. 1	Max Lv.
Attack	11	83
Defense	11	87
Mag. Attack	12	91
Mag. Defense	7	69
Evasion	7	66
Accuracy	7	64

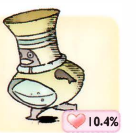
Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water Light Dark Neutral

Tricks

Lv.	Name	Effect
1	Splish Slash	Water
7	Spite	Supp.
16	Demon's Fury	Dark
–	–	–
–	–	–
–	–	–
–	–	–

210 JACKPOTTY



Max Lv. 56	Growth Pattern	Average
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★	
Attack Speed	★ ★	

♡ 10.4%

Abilities	Lv. 1	Max Lv.
Attack	20	148
Defense	22	167
Mag. Attack	23	173
Mag. Defense	15	125
Evasion	14	120
Accuracy	15	126

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water Light Dark Neutral

Tricks

Lv.	Name	Effect
1	Splish Slash	Water
11	Waterspout	Water
19	Evil Embrace	Supp.
28	Darkness Beckons	Dark
–	–	–
–	–	–
–	–	–
–	–	–

211 CRACKPOT



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★	
Attack Speed	★ ★	

♡ 6.5%

Abilities	Lv. 1	Max Lv.
Attack	30	260
Defense	35	297
Mag. Attack	33	289
Mag. Defense	23	238
Evasion	23	221
Accuracy	24	225

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Water Dark Neutral

Tricks

Lv.	Name	Effect
1	Splish Slash	Water
10	Waterspout	Water
18	See Stars	Phys.
27	Pick-Me-Up	Supp.
35	Leech	Dark
46	Black Blast	Dark
–	–	–
–	–	–

212 HOTPOT



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★	
Attack Speed	★ ★	

♡ —

Abilities	Lv. 1	Max Lv.
Attack	28	239
Defense	35	297
Mag. Attack	33	289
Mag. Defense	25	259
Evasion	23	221
Accuracy	23	204

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Water Dark Neutral

Tricks

Lv.	Name	Effect
1	Splish Slash	Water
10	Waterspout	Water
20	Spire of Fire	Fire
28	Hocus Focus	Supp.
36	Firewall	Fire
48	Water Cannon	Water
–	–	–
–	–	–



No. 213–216 Dracones

Plessie

Spears | Fangs | Scales

Miracle Move Conflagration

P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Unconciousness
○ Poison	✕ —

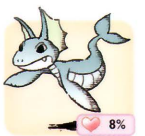
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a plessie reaches level 12.
Unlock Slot 2	When it metamorphoses into a stressy plessie or a blessy plessie and reaches level 56.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



213 PLESSIE



Max Lv. 28	Growth Pattern	Average
Stamina 30	Stamina Recovery	1.45
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★	

♡ 8%

Abilities	Lv. 1	Max Lv.
Attack	13	90
Defense	11	80
Mag. Attack	11	73
Mag. Defense	12	79
Evasion	8	58
Accuracy	10	67

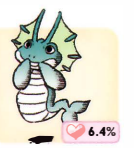
Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water Light Dark Neutral

Tricks

Lv.	Name	Effect
1	Splish Slash	Water
10	Body Blast	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

214 MESSY PLESSIE



Max Lv. 51	Growth Pattern	Average
Stamina 35	Stamina Recovery	1.75
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★	

♡ 6.4%

Abilities	Lv. 1	Max Lv.
Attack	24	170
Defense	20	150
Mag. Attack	20	138
Mag. Defense	22	150
Evasion	15	108
Accuracy	18	126

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water Light Dark Phys. Neutral

Tricks

Lv.	Name	Effect
1	Splish Slash	Water
9	Bubble Bath	Water
16	Razzle Dazzle	Supp.
26	Phantom Fangs	Phys.
–	–	–
–	–	–
–	–	–
–	–	–

215 STRESSY PLESSIE



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.05
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★	

♡ 4%

Abilities	Lv. 1	Max Lv.
Attack	37	365
Defense	31	304
Mag. Attack	29	259
Mag. Defense	31	281
Evasion	21	202
Accuracy	27	257

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water Dark Phys. Neutral

Tricks

Lv.	Name	Effect
1	Splish Slash	Water
9	Bubble Bath	Water
18	Waterspout	Water
28	Twister	Storm
37	Water Cannon	Water
54	Geyser	Water
–	–	–
–	–	–

216 BLESSY PLESSIE



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.05
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★	

♡ —

Abilities	Lv. 1	Max Lv.
Attack	36	343
Defense	31	304
Mag. Attack	30	280
Mag. Defense	31	281
Evasion	21	202
Accuracy	27	257

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water Dark Phys. Neutral

Tricks

Lv.	Name	Effect
1	Splish Slash	Water
9	Bubble Bath	Water
20	Hot Huff	Fire
29	Rock-a-Bye Baby	Supp.
37	Heat Ray	Fire
55	Hailstone	Water
–	–	–
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 217–220 Dracones

Naja

Horns & Claws | Fangs | Scales

Miracle Move Stony Gaze

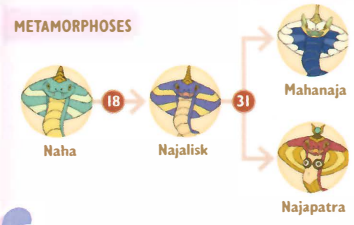
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
—	Unconciousness
Poison	—

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a naja reaches level 18.
Unlock Slot 2	When it metamorphoses into a najalisk and reaches level 28.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



217 NAJA



Max Lv. 36	Growth Pattern	Average
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

13%

Abilities	Lv. 1	Max Lv.
Attack	12	116
Defense	7	80
Mag. Attack	9	80
Mag. Defense	7	65
Evasion	9	81
Accuracy	12	97

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Hellitosis	Supp.
7	Sabotage	Supp.
16	Body Blast	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

218 NAJALISK



Max Lv. 60	Growth Pattern	Average
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

10.4%

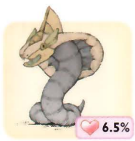
Abilities	Lv. 1	Max Lv.
Attack	26	200
Defense	16	139
Mag. Attack	19	149
Mag. Defense	14	111
Evasion	18	139
Accuracy	24	180

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Water, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Hellitosis	Supp.
8	Petrifying Puff	Supp.
17	Splish Slash	Water
26	Crosswind	Storm
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

219 MAHANAJA



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

6.5%

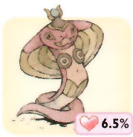
Abilities	Lv. 1	Max Lv.
Attack	39	343
Defense	24	248
Mag. Attack	27	272
Mag. Defense	21	223
Evasion	27	264
Accuracy	34	307

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Water, Neutral

Tricks		
Lv.	Name	Effect
1	Hellitosis	Supp.
8	Petrifying Puff	Supp.
16	Snowball	Water
27	Snowblower	Water
35	Soulshield	Supp.
50	Dropsicle	Water
–	–	–
–	–	–

220 NAJAPATRA



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

6.5%

Abilities	Lv. 1	Max Lv.
Attack	39	350
Defense	25	270
Mag. Attack	25	241
Mag. Defense	20	181
Evasion	27	247
Accuracy	35	314

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Fire, Water, Neutral

Tricks		
Lv.	Name	Effect
1	Hellitosis	Supp.
8	Petrifying Puff	Supp.
18	Wind Tunnel	Storm
27	Pick-Me-Up	Supp.
36	Maddening Melody	Supp.
52	Twister	Storm
–	–	–
–	–	–



No. 221–224 Dracones

Teeny Bopper

Horns & Claws | Clothes | Scales

Miracle Move Inner Strength

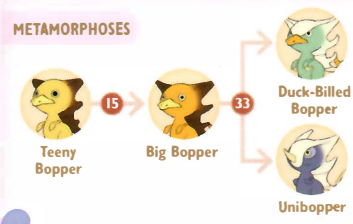
P.D. Command Evade!

Ailment Vulnerabilities	Ailment Resistances
—	Unconciousness
Poison	—

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a teeny bopper reaches level 10.
Unlock Slot 2	When it metamorphoses into a duck-billed bopper or a unibopper.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



221 TEENY BOPPER



Max Lv. 28	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.8
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

13%

Abilities	Lv. 1	Max Lv.
Attack	6	61
Defense	6	58
Mag. Attack	8	59
Mag. Defense	5	36
Evasion	11	81
Accuracy	14	101

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Storm, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Sand Blast	Supp.
6	See Stars	Phys.
16	Thunderspark	Storm
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

222 BIG BOPPER



Max Lv. 50	Growth Pattern	Average
Stamina 35	Stamina Recovery	2.3
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

10.4%

Abilities	Lv. 1	Max Lv.
Attack	17	125
Defense	14	107
Mag. Attack	16	111
Mag. Defense	10	81
Evasion	22	142
Accuracy	25	155

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Storm, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Sand Blast	Supp.
8	Blunt	Supp.
17	Hellitosis	Supp.
29	Petrifying Puff	Supp.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

223 DUCK-BILLED BOPPER



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.9
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

6.5%

Abilities	Lv. 1	Max Lv.
Attack	29	282
Defense	23	247
Mag. Attack	25	251
Mag. Defense	18	203
Evasion	34	325
Accuracy	39	364

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Storm, Neutral

Tricks		
Lv.	Name	Effect
1	Sand Blast	Supp.
7	Blunt	Supp.
17	Crosswind	Storm
28	Maddening Melody	Supp.
36	Wind Tunnel	Storm
52	Twister	Storm
–	–	–
–	–	–

224 UNIBOPPER



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.9
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	30	302
Defense	25	266
Mag. Attack	25	251
Mag. Defense	17	184
Evasion	34	325
Accuracy	38	346

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Water, Storm, Neutral

Tricks		
Lv.	Name	Effect
1	Sand Blast	Supp.
7	Blunt	Supp.
18	Belly Buster	Phys.
26	Evil Embrace	Supp.
34	Ill Wind	Dark
53	Final Curtain	Dark
–	–	–
–	–	–

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No. 225–228 **Dinoceros** — Dracones

Axes & Hammers | Armor | Fangs

Miracle Move Inner Strength
P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Unconciousness
○ Poison	✕ —

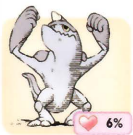
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a dinoceros reaches level 5.
Unlock Slot 2	When it metamorphoses into a demoliceros or a catastroceros and reaches level 15.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



225 DINOCEROS



Max Lv. 10	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.45
Movement Speed	★ ★	
Attack Speed	★	

6%

Abilities	Lv. 1	Max Lv.
Attack	30	145
Defense	24	115
Mag. Attack	16	53
Mag. Defense	19	64
Evasion	18	63
Accuracy	18	63

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Rolling Stone	Phys.
5	War Cry	Supp.
9	Sling Stone	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

226 DESTROCEROS



Max Lv. 20	Growth Pattern	Early
Stamina 35	Stamina Recovery	1.65
Movement Speed	★ ★	
Attack Speed	★	

—

Abilities	Lv. 1	Max Lv.
Attack	144	300
Defense	108	230
Mag. Attack	30	103
Mag. Defense	39	129
Evasion	40	136
Accuracy	40	136

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Rolling Stone	Phys.
7	Earsplitter	Phys.
10	Enlighten	Supp.
16	Belly Buster	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

227 DEMOLICEROS



Max Lv. 28	Growth Pattern	Early
Stamina 40	Stamina Recovery	1.9
Movement Speed	★ ★	
Attack Speed	★ ★	

3%

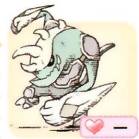
Abilities	Lv. 1	Max Lv.
Attack	213	431
Defense	158	345
Mag. Attack	39	138
Mag. Defense	56	188
Evasion	57	185
Accuracy	64	214

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Rolling Stone	Phys.
6	Earsplitter	Phys.
12	Slash 'n' Burn	Fire
17	Yoo-Hoo	Supp.
21	Spire of Fire	Fire
24	Haymaker	Phys.
–	–	–
–	–	–

228 CATASTROCEROS



Max Lv. 28	Growth Pattern	Early
Stamina 40	Stamina Recovery	1.9
Movement Speed	★ ★	
Attack Speed	★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	222	452
Defense	151	327
Mag. Attack	39	138
Mag. Defense	59	202
Evasion	57	185
Accuracy	60	200

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Storm, Neutral

Tricks		
Lv.	Name	Effect
1	Rolling Stone	Phys.
6	Earsplitter	Phys.
13	Maddening Melody	Supp.
18	Wind Tunnel	Storm
22	Healthy Glow	Heal
24	Bowlder	Phys.
–	–	–
–	–	–



No. 229–232 **Sunshine** — Arcana

Shields | Scales | Patches

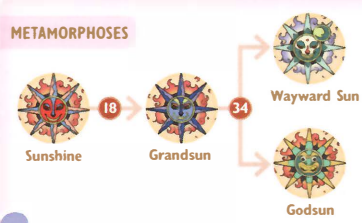
Miracle Move Stony Gaze
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ —
○ —	✕ —

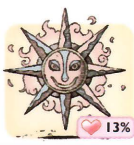
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a grandsun and reaches level 26.
Unlock Slot 2	When it metamorphoses into a wayward sun.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



229 SUNSHINE



Max Lv. 24	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★	
Attack Speed	★ ★	

13%

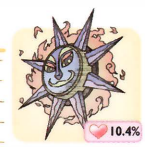
Abilities	Lv. 1	Max Lv.
Attack	10	64
Defense	10	70
Mag. Attack	11	75
Mag. Defense	10	78
Evasion	8	60
Accuracy	6	42

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Hot Huff	Fire
8	Razzle Dazzle	Supp.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

230 GRANDSUN



Max Lv. 46	Growth Pattern	Average
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★	
Attack Speed	★ ★	

10.4%

Abilities	Lv. 1	Max Lv.
Attack	21	130
Defense	21	128
Mag. Attack	25	148
Mag. Defense	23	130
Evasion	19	123
Accuracy	13	92

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Hot Huff	Fire
16	Spire of Fire	Fire
28	Crosswind	Storm
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

231 WAYWARD SUN



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★	

6.5%

Abilities	Lv. 1	Max Lv.
Attack	32	287
Defense	30	280
Mag. Attack	39	324
Mag. Defense	31	282
Evasion	30	272
Accuracy	21	211

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Hot Huff	Fire
10	Spire of Fire	Fire
22	Mighty Light	Light
29	Blunt	Supp.
39	Light Fantastic	Supp.
54	Aurora Curealis	Heal
–	–	–
–	–	–

232 GODSUN



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★	

6.5%

Abilities	Lv. 1	Max Lv.
Attack	33	293
Defense	29	272
Mag. Attack	37	290
Mag. Defense	31	278
Evasion	30	260
Accuracy	21	192

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Hot Huff	Fire
10	Spire of Fire	Fire
21	Heat Ray	Fire
30	Hocus Focus	Supp.
40	Belly Buster	Phys.
54	Towering Inferno	Fire
–	–	–
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 233–236 Arcana

Pom Pom

Horns & Claws | Fangs | Scales

Miracle Move Splashdown

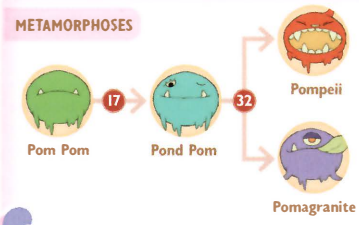
P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ —
○ —	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a pond pom.
Unlock Slot 2	When it metamorphoses into a pompeii or a pomagranite and reaches level 57.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



233 POM POM



Max Lv. 42	Growth Pattern	Average
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

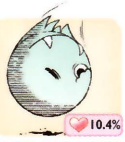
Abilities	Lv. 1	Max Lv.
Attack	8	93
Defense	7	87
Mag. Attack	13	127
Mag. Defense	10	107
Evasion	7	82
Accuracy	12	121

Affinities/Resistances			
Phys.	85%	Fire	150%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Hellitosis	Supp.
7	Whirligig	Storm
15	Siesta Sigh	Supp.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

234 POND POM



Max Lv. 58	Growth Pattern	Average
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

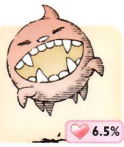
Abilities	Lv. 1	Max Lv.
Attack	18	146
Defense	16	137
Mag. Attack	26	195
Mag. Defense	20	166
Evasion	14	118
Accuracy	23	174

Affinities/Resistances			
Phys.	80%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Hellitosis	Supp.
7	Sabotage	Supp.
15	Water Bomb	Water
27	Whirly Whirlies	Storm
–	–	–
–	–	–
–	–	–
–	–	–

235 POMPEII



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	29	269
Defense	26	236
Mag. Attack	38	321
Mag. Defense	32	299
Evasion	21	203
Accuracy	34	303

Affinities/Resistances			
Phys.	70%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Water, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Hellitosis	Supp.
7	Sabotage	Supp.
18	Spire of Fire	Fire
26	Bubble Bath	Water
34	Crosswind	Storm
46	Pyro Puff	Fire
–	–	–
–	–	–

236 POMAGRANITE



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	28	248
Defense	26	236
Mag. Attack	40	343
Mag. Defense	32	299
Evasion	21	203
Accuracy	34	303

Affinities/Resistances			
Phys.	70%	Fire	150%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Water, Storm, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Hellitosis	Supp.
7	Sabotage	Supp.
18	Petrifying Puff	Supp.
27	Evil Embrace	Supp.
35	Darkness Beckons	Dark
49	Final Curtain	Dark
–	–	–
–	–	–



No. 237–240 Arcana

Kipper

Headgear | Patches | Medals

Miracle Move Glacial Rain

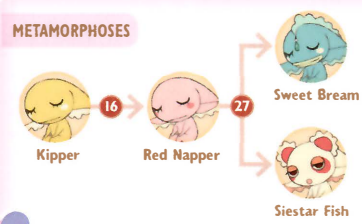
P.D. Command Evade!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ —
○ —	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a red napper.
Unlock Slot 2	When it metamorphoses into a sweet bream or a siestar fish.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



237 KIPPER



Max Lv. 56	Growth Pattern	Average
Stamina 30	Stamina Recovery	1.8
Movement Speed	★ ★	
Attack Speed	★ ★	

Abilities	Lv. 1	Max Lv.
Attack	6	85
Defense	8	115
Mag. Attack	12	159
Mag. Defense	15	188
Evasion	7	103
Accuracy	11	139

Affinities/Resistances			
Phys.	150%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Storm, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Rock-a-Bye Baby	Supp.
5	Healing Tear	Heal
12	Thunderspark	Storm
48	Parp	Neutral
–	–	–
–	–	–
–	–	–
–	–	–

238 RED NAPPER



Max Lv. 80	Growth Pattern	Average
Stamina 35	Stamina Recovery	2.3
Movement Speed	★ ★	
Attack Speed	★ ★	

Abilities	Lv. 1	Max Lv.
Attack	13	162
Defense	17	198
Mag. Attack	24	244
Mag. Defense	28	287
Evasion	14	166
Accuracy	21	230

Affinities/Resistances			
Phys.	150%	Fire	50%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Storm, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Rock-a-Bye Baby	Supp.
9	Healing Rain	Heal
17	Love-Struck	Supp.
27	Upsy-Daisy	Heal
–	–	–
–	–	–
–	–	–
–	–	–

239 SWEET BREAM



Max Lv. 99	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.9
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	19	142
Defense	32	190
Mag. Attack	54	306
Mag. Defense	76	363
Evasion	22	143
Accuracy	42	240

Affinities/Resistances			
Phys.	150%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Storm, Dark, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Rock-a-Bye Baby	Supp.
8	Healing Rain	Heal
18	Bubble Bath	Water
30	Light Relief	Heal
36	Healthy Glow	Heal
52	Geyser	Water
–	–	–
–	–	–

240 SIESTAR FISH



Max Lv. 99	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.9
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	20	156
Defense	31	183
Mag. Attack	47	271
Mag. Defense	75	333
Evasion	22	137
Accuracy	44	257

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Storm, Dark, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Rock-a-Bye Baby	Supp.
8	Healing Rain	Heal
19	Shower Curtain	Supp.
28	Slow Poke	Supp.
34	Mighty Light	Light
56	Aurora Curealis	Heal
–	–	–
–	–	–

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No. 241–244 Arcana

Hullaballoon

Armor | Scales | Medals

Miracle Move Whirlwind

P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ —
○ —	✕ —

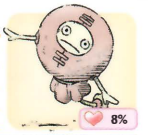
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a balloonatic and reaches level 16.
Unlock Slot 2	When it metamorphoses into a hot-air balloonatic or a water balloonatic.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



241 HULLABALLOON



Max Lv. 15	Growth Pattern Early
Stamina 30	Stamina Recovery 1.45
Movement Speed ★ ★ ★	
Attack Speed ★ ★ ★	

8%

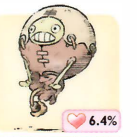
Abilities	Lv. 1	Max Lv.
Attack	14	65
Defense	17	84
Mag. Attack	15	73
Mag. Defense	21	118
Evasion	12	59
Accuracy	9	43

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Light Phys. Neutral

Tricks		
Lv.	Name	Effect
1	Gust Buster	Storm
7	Blunt	Supp.
15	Sling Stone	Phys.
–	–	–
–	–	–
–	–	–
–	–	–

242 BALLOONATIC



Max Lv. 36	Growth Pattern Early
Stamina 35	Stamina Recovery 1.75
Movement Speed ★ ★ ★	
Attack Speed ★ ★ ★	

6.4%

Abilities	Lv. 1	Max Lv.
Attack	33	159
Defense	47	183
Mag. Attack	39	158
Mag. Defense	80	252
Evasion	32	140
Accuracy	22	102

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	50%
Light	100%	Dark	100%

Gems: Light Phys. Neutral

Tricks		
Lv.	Name	Effect
1	Gust Buster	Storm
8	Whirly Whirlies	Storm
16	Body Blast	Phys.
25	Rockfall	Phys.
–	–	–
–	–	–
–	–	–
–	–	–

243 HOT-AIR BALLOONATIC



Max Lv. 50	Growth Pattern Early
Stamina 40	Stamina Recovery 2.05
Movement Speed ★ ★ ★	
Attack Speed ★ ★ ★	

—

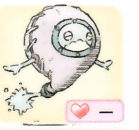
Abilities	Lv. 1	Max Lv.
Attack	57	249
Defense	74	281
Mag. Attack	62	246
Mag. Defense	118	351
Evasion	48	200
Accuracy	33	149

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light Phys. Neutral

Tricks		
Lv.	Name	Effect
1	Gust Buster	Storm
7	Whirly Whirlies	Storm
17	Heat Ray	Fire
23	Hocus Focus	Supp.
35	Towering Inferno	Fire
45	Ray Gun	Fire
–	–	–
–	–	–

244 WATER BALLOONATIC



Max Lv. 50	Growth Pattern Early
Stamina 40	Stamina Recovery 2.05
Movement Speed ★ ★ ★	
Attack Speed ★ ★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	53	230
Defense	74	281
Mag. Attack	58	225
Mag. Defense	131	399
Evasion	48	200
Accuracy	33	149

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Light Dark Phys. Neutral

Tricks		
Lv.	Name	Effect
1	Gust Buster	Storm
7	Whirly Whirlies	Storm
18	Snowblower	Water
24	Bracer	Supp.
30	Water Cannon	Water
37	Geyser	Water
–	–	–
–	–	–



No. 245–248 Arcana

Auroralynx

Horns & Claws | Cloaks | Fangs

Miracle Move New Dawn

P.D. Command Evade!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ —
○ —	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into an umbralynx.
Unlock Slot 2	When its familiarity becomes 3.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



245 AURORALYNX



Max Lv. 32	Growth Pattern Early
Stamina 30	Stamina Recovery 1.6
Movement Speed ★ ★ ★ ★	
Attack Speed ★ ★ ★ ★	

6%

Abilities	Lv. 1	Max Lv.
Attack	10	82
Defense	10	85
Mag. Attack	13	114
Mag. Defense	13	115
Evasion	13	115
Accuracy	13	109

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	50%	Dark	150%

Gems: Light Neutral

Tricks		
Lv.	Name	Effect
1	Purifying Pulse	Supp.
6	Healing Tear	Heal
18	Healing Rain	Heal
–	–	–
–	–	–
–	–	–
–	–	–

246 UMBRALYNX



Max Lv. 50	Growth Pattern Early
Stamina 35	Stamina Recovery 1.8
Movement Speed ★ ★ ★ ★	
Attack Speed ★ ★ ★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	24	140
Defense	28	144
Mag. Attack	42	193
Mag. Defense	49	190
Evasion	41	192
Accuracy	36	164

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	50%	Dark	150%

Gems: Storm Light Neutral

Tricks		
Lv.	Name	Effect
1	Purifying Pulse	Supp.
10	Healthy Glow	Heal
16	Rise and Shine	Heal
27	Crosswind	Storm
–	–	–
–	–	–
–	–	–
–	–	–

247 ASTRALYNX



Max Lv. 70	Growth Pattern Early
Stamina 40	Stamina Recovery 2.1
Movement Speed ★ ★ ★ ★	
Attack Speed ★ ★ ★ ★	

3%

Abilities	Lv. 1	Max Lv.
Attack	39	199
Defense	44	203
Mag. Attack	66	269
Mag. Defense	66	238
Evasion	68	289
Accuracy	52	228

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	50%	Dark	100%

Gems: Storm Light Neutral

Tricks		
Lv.	Name	Effect
1	Purifying Pulse	Supp.
9	Healthy Glow	Heal
20	Twinkle Twinkle	Light
27	Upsy-Daisy	Heal
33	Lease of Life	Heal
46	Second Wind	Heal
–	–	–
–	–	–

248 DUALYNX



Max Lv. 70	Growth Pattern Early
Stamina 40	Stamina Recovery 2.1
Movement Speed ★ ★ ★ ★	
Attack Speed ★ ★ ★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	39	199
Defense	44	203
Mag. Attack	66	269
Mag. Defense	66	238
Evasion	68	289
Accuracy	52	228

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	50%	Dark	100%

Gems: Storm Light Neutral

Tricks		
Lv.	Name	Effect
1	Purifying Pulse	Supp.
9	Healthy Glow	Heal
19	Light of Life	Heal
30	Mighty Light	Light
37	Shower Curtain	Supp.
47	Aurora Curealis	Heal
–	–	–
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 249–252 Arcana

Shonky-Honker

Spears | Cloaks | Medals

Miracle Move Time Flies

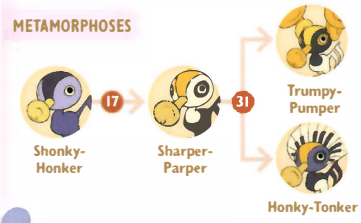
P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ —
○ —	✕ —

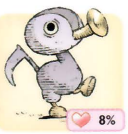
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a sharper-parper.
Unlock Slot 2	When it metamorphoses into a trumpy-pumper or a honky-tonker and reaches level 47.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



249 SHONKY-HONKER



Max Lv.	34	Growth Pattern	Early
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★ ★		

8%

Abilities	Lv. 1	Max Lv.
Attack	8	69
Defense	8	73
Mag. Attack	16	141
Mag. Defense	5	54
Evasion	12	109
Accuracy	15	135

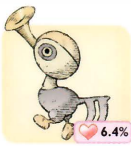
Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Light, Dark, Neutral

Tricks

Lv.	Name	Effect
1	Body Blast	Phys.
7	Drowsy Drops	Supp.
16	Demon's Fury	Dark
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

250 SHARPER-PARPER



Max Lv.	62	Growth Pattern	Average
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★ ★		

6.4%

Abilities	Lv. 1	Max Lv.
Attack	16	123
Defense	17	130
Mag. Attack	34	229
Mag. Defense	12	106
Evasion	26	188
Accuracy	32	218

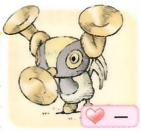
Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Light, Dark, Neutral

Tricks

Lv.	Name	Effect
1	Body Blast	Phys.
8	Yoo-Hoo	Supp.
17	Purifying Pulse	Heal
28	Tricksy Nixy	Supp.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

251 TRUMPY-PUMPER



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★		
Attack Speed	★ ★ ★ ★		

—

Abilities	Lv. 1	Max Lv.
Attack	23	233
Defense	23	220
Mag. Attack	45	382
Mag. Defense	17	179
Evasion	35	321
Accuracy	41	362

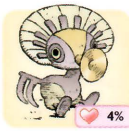
Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Dark, Neutral

Tricks

Lv.	Name	Effect
1	Body Blast	Phys.
7	Yoo-Hoo	Supp.
17	Generator	Heal
32	Mighty Light	Light
43	Shower Curtain	Supp.
55	Parp	Neutral
–	–	–
–	–	–

252 HONKY-TONKER



Max Lv.	99	Growth Pattern	Late
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★		
Attack Speed	★ ★ ★ ★		

4%

Abilities	Lv. 1	Max Lv.
Attack	15	258
Defense	16	280
Mag. Attack	30	422
Mag. Defense	12	233
Evasion	24	360
Accuracy	27	382

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Dark, Neutral

Tricks

Lv.	Name	Effect
1	Body Blast	Phys.
7	Yoo-Hoo	Supp.
16	Love-Struck	Supp.
24	Rock-a-Bye Baby	Supp.
34	Twinkle Twinkle	Light
51	Light of Life	Heal
–	–	–
–	–	–



No. 253–256 Daemonia

Ice Maiden

Blades | Armor | Scales

Miracle Move Glacial Rain

P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Unconciousness/Curse
○ Petrification/Confusion	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When an ice maiden reaches level 12.
Unlock Slot 2	When it metamorphoses into an eldritch empress or a sinister sovereign.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



253 ICE MAIDEN



Max Lv.	26	Growth Pattern	Early
Stamina	35	Stamina Recovery	1.45
Movement Speed	★ ★		
Attack Speed	★ ★ ★		

8%

Abilities	Lv. 1	Max Lv.
Attack	10	74
Defense	13	91
Mag. Attack	14	112
Mag. Defense	16	124
Evasion	8	58
Accuracy	9	62

Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water, Light, Dark, Neutral

Tricks

Lv.	Name	Effect
1	Snowball	Water
6	Evil Embrace	Supp.
13	Dark Cloud	Dark
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

254 ICE QUEEN



Max Lv.	46	Growth Pattern	Early
Stamina	40	Stamina Recovery	1.75
Movement Speed	★ ★		
Attack Speed	★ ★ ★		

6.4%

Abilities	Lv. 1	Max Lv.
Attack	25	123
Defense	33	171
Mag. Attack	50	186
Mag. Defense	58	207
Evasion	18	94
Accuracy	20	118

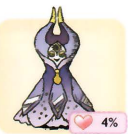
Affinities/Resistances			
Phys.	100%	Fire	150%
Water	50%	Storm	100%
Light	100%	Dark	100%

Gems: Water, Light, Dark, Neutral

Tricks

Lv.	Name	Effect
1	Snowball	Water
8	Darkness Beckons	Dark
17	Enlighten	Supp.
29	Snowblower	Water
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

255 ELDRITCH EMPRESS



Max Lv.	70	Growth Pattern	Early
Stamina	45	Stamina Recovery	2.05
Movement Speed	★ ★		
Attack Speed	★ ★ ★		

4%

Abilities	Lv. 1	Max Lv.
Attack	43	206
Defense	62	280
Mag. Attack	93	345
Mag. Defense	96	328
Evasion	36	200
Accuracy	38	202

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Water, Dark, Neutral

Tricks

Lv.	Name	Effect
1	Snowball	Water
7	Darkness Beckons	Dark
15	Poison Pinch	Phys.
28	Polar Puff	Water
35	Ill Wind	Dark
51	Dropsicle	Water
–	–	–
–	–	–

256 SINISTER SOVEREIGN



Max Lv.	70	Growth Pattern	Early
Stamina	45	Stamina Recovery	2.05
Movement Speed	★ ★		
Attack Speed	★ ★ ★		

4%

Abilities	Lv. 1	Max Lv.
Attack	47	228
Defense	62	280
Mag. Attack	87	319
Mag. Defense	96	328
Evasion	36	200
Accuracy	38	202

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Water, Dark, Neutral

Tricks

Lv.	Name	Effect
1	Snowball	Water
7	Darkness Beckons	Dark
14	Hot Huff	Fire
27	Black Blast	Dark
52	Flame Fan	Fire
68	Ray Gun	Fire
–	–	–
–	–	–

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No. 257–260 Daemonia

Lightshade

Horns & Claws | Headgear | Patches

Miracle Move Reaper
P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Unconciousness/Curse
○ Petrification/Confusion	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a sunshade.
Unlock Slot 2	When it metamorphoses into a starshade or a nightshade and reaches level 48.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



257 LIGHTSHADE



Max Lv.	35	Growth Pattern	Average
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

8%

Abilities	Lv. 1	Max Lv.
Attack	10	87
Defense	10	83
Mag. Attack	8	77
Mag. Defense	10	89
Evasion	6	60
Accuracy	9	75

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Spite	Supp.
5	Sand Blast	Supp.
14	Darkness Beckons	Dark
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

258 SUNSHADE



Max Lv.	62	Growth Pattern	Average
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

6.4%

Abilities	Lv. 1	Max Lv.
Attack	21	166
Defense	21	162
Mag. Attack	18	158
Mag. Defense	22	180
Evasion	14	131
Accuracy	20	161

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Spite	Supp.
6	See Stars	Phys.
14	Poison Pinch	Phys.
20	Stalagmitts	Phys.
28	Leech	Dark
–	–	–
–	–	–
–	–	–
–	–	–

259 STARSHADE



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

4%

Abilities	Lv. 1	Max Lv.
Attack	31	271
Defense	31	261
Mag. Attack	30	287
Mag. Defense	33	282
Evasion	23	214
Accuracy	31	260

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Spite	Supp.
5	See Stars	Phys.
14	Razzle Dazzle	Supp.
26	Thunderstorm	Storm
35	Crosswind	Storm
46	Twister	Storm
–	–	–
–	–	–

260 NIGHTSHADE



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

4%

Abilities	Lv. 1	Max Lv.
Attack	30	250
Defense	31	261
Mag. Attack	30	287
Mag. Defense	34	304
Evasion	23	214
Accuracy	31	260

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Spite	Supp.
5	See Stars	Phys.
16	Time to Shine	Supp.
26	Rock-a-Bye Baby	Supp.
34	Demon's Fury	Dark
45	Black Blast	Dark
–	–	–
–	–	–



No. 261–264 Daemonia

Shrimpaler

Spears | Shields | Scales

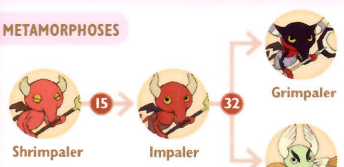
Miracle Move Stony Gaze
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Unconciousness/Curse
○ Petrification/Confusion	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into an impaler.
Unlock Slot 2	When it metamorphoses into a grimpaler or a hymnpaler and reaches level 49.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



261 SHRIMPALER



Max Lv.	30	Growth Pattern	Average
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★ ★ ★		

8%

Abilities	Lv. 1	Max Lv.
Attack	10	76
Defense	8	59
Mag. Attack	8	67
Mag. Defense	10	78
Evasion	10	72
Accuracy	9	66

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Smash Hit	Phys.
7	Blunt	Supp.
15	Ray of Light	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

262 IMPALER



Max Lv.	52	Growth Pattern	Average
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★ ★ ★		

6.4%

Abilities	Lv. 1	Max Lv.
Attack	20	150
Defense	14	105
Mag. Attack	16	123
Mag. Defense	19	141
Evasion	19	143
Accuracy	18	137

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Smash Hit	Phys.
7	Fling Flame	Fire
17	Hot Huff	Fire
23	Petrifying Poke	Phys.
30	Firewall	Fire
–	–	–
–	–	–
–	–	–

263 GRIMPALER



Max Lv.	99	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★ ★ ★		

4%

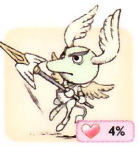
Abilities	Lv. 1	Max Lv.
Attack	48	257
Defense	24	155
Mag. Attack	34	161
Mag. Defense	52	246
Evasion	41	219
Accuracy	34	204

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	150%	Storm	150%
Light	100%	Dark	50%

Gems: Fire, Water, Storm, Neutral

Tricks		
Lv.	Name	Effect
1	Smash Hit	Phys.
7	Fling Flame	Fire
17	Ill Wind	Dark
26	Darkness Beckons	Dark
34	Leech	Dark
49	Final Curtain	Dark
–	–	–
–	–	–

264 HYMNPALER



Max Lv.	99	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★ ★ ★		

4%

Abilities	Lv. 1	Max Lv.
Attack	42	224
Defense	23	169
Mag. Attack	37	156
Mag. Defense	51	216
Evasion	39	212
Accuracy	33	218

Affinities/Resistances			
Phys.	150%	Fire	100%
Water	100%	Storm	100%
Light	50%	Dark	100%

Gems: Fire, Neutral

Tricks		
Lv.	Name	Effect
1	Smash Hit	Phys.
7	Fling Flame	Fire
19	Light Relief	Heal
25	Healing Tear	Heal
33	Twinkle Twinkle	Light
47	Restorer Aurora	Heal
–	–	–
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 265–268 Daemonia

Relixx

Blades | Armor | Patches

Miracle Move Whirlwind

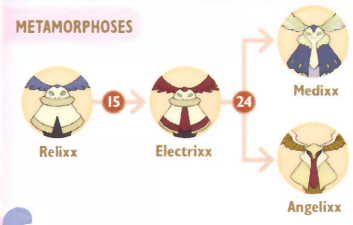
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
—	△ Unconciousness/Curse
○ Petrification/Confusion	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a relixx reaches level 11.
Unlock Slot 2	When it metamorphoses into a medixx or an angelixx.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



265 RELIXX



Max Lv. 25	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★	

6%

Abilities	Lv. 1	Max Lv.
Attack	13	96
Defense	13	87
Mag. Attack	16	119
Mag. Defense	13	102
Evasion	10	70
Accuracy	11	77

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Water Storm Light

Lv.	Name	Effect
1	Water Bomb	Water
7	Whirligig	Storm
14	Razzle Dazzle	Supp.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

266 ELECTRIXX



Max Lv. 54	Growth Pattern	Early
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★	

—

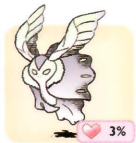
Abilities	Lv. 1	Max Lv.
Attack	36	181
Defense	32	185
Mag. Attack	60	242
Mag. Defense	55	229
Evasion	25	131
Accuracy	24	147

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Water Storm Dark Neutral

Lv.	Name	Effect
1	Water Bomb	Water
8	Plasma Ball	Storm
15	Generator	Heal
27	Mighty Light	Light
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

267 MEDIXX



Max Lv. 60	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

3%

Abilities	Lv. 1	Max Lv.
Attack	52	222
Defense	50	230
Mag. Attack	95	321
Mag. Defense	78	261
Evasion	35	165
Accuracy	37	183

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	50%

Gems: Water Storm Dark Neutral

Lv.	Name	Effect
1	Water Bomb	Water
6	Plasma Ball	Storm
17	Healing Rain	Heal
28	Water Cannon	Water
32	Shower Curtain	Supp.
43	Light Relief	Heal
–	–	–
–	–	–
–	–	–

268 ANGELIXX



Max Lv. 60	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	52	222
Defense	50	230
Mag. Attack	89	297
Mag. Defense	84	285
Evasion	35	165
Accuracy	37	183

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	50%	Dark	100%

Gems: Water Storm Dark Neutral

Lv.	Name	Effect
1	Water Bomb	Water
6	Plasma Ball	Storm
19	Wind Tunnel	Storm
27	Healthy Glow	Heal
35	Twinkle Twinkle	Light
45	Second Wind	Heal
–	–	–
–	–	–
–	–	–



No. 269–272 Daemonia

Boggly-Boo

Blades | Cloaks | Patches

Miracle Move Black Hole

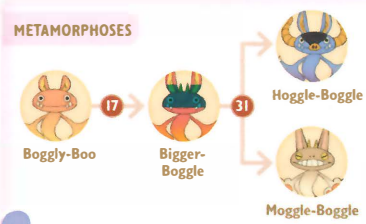
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
—	△ Unconciousness/Curse
○ Petrification/Confusion	✕ —

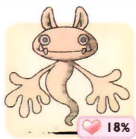
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a bigger-boggle.
Unlock Slot 2	When it metamorphoses into a hoggle-boggle or a moggle-boggle and reaches level 39.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



269 BOGGLY-BOO



Max Lv. 35	Growth Pattern	Average
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

18%

Abilities	Lv. 1	Max Lv.
Attack	11	97
Defense	6	62
Mag. Attack	13	114
Mag. Defense	13	112
Evasion	10	89
Accuracy	10	87

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire Light Neutral

Lv.	Name	Effect
1	Enlighten	Supp.
7	Fling Flame	Fire
15	Thunderspark	Storm
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

270 BIGGER-BOGGLE



Max Lv. 62	Growth Pattern	Average
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

14.4%

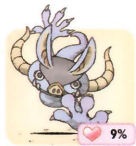
Abilities	Lv. 1	Max Lv.
Attack	21	167
Defense	13	111
Mag. Attack	27	220
Mag. Defense	27	217
Evasion	20	166
Accuracy	18	146

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire Light Neutral

Lv.	Name	Effect
1	Enlighten	Supp.
8	Plasma Ball	Storm
16	Hot Huff	Fire
25	Crosswind	Storm
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

271 HOGGLE-BOGGLE



Max Lv. 99	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

9%

Abilities	Lv. 1	Max Lv.
Attack	42	245
Defense	18	139
Mag. Attack	73	333
Mag. Defense	65	294
Evasion	39	221
Accuracy	32	217

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	150%	Dark	50%

Gems: Fire Water Storm Light Neutral

Lv.	Name	Effect
1	Enlighten	Supp.
7	Plasma Ball	Storm
17	Thunderstorm	Storm
26	Ill Wind	Dark
35	Heat Ray	Fire
49	Final Curtain	Dark
–	–	–
–	–	–

272 MOGGLE-BOGGLE



Max Lv. 99	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	38	214
Defense	18	153
Mag. Attack	70	302
Mag. Defense	74	317
Evasion	37	213
Accuracy	29	208

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire Light Neutral

Lv.	Name	Effect
1	Enlighten	Supp.
7	Plasma Ball	Storm
18	Thunderbolt	Storm
27	Healing Rain	Heal
35	Mighty Light	Light
48	Restorer Aurora	Heal
–	–	–
–	–	–

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No. 273–276 **Bougie** — Mortui

Spears | Cloaks | Patches

Miracle Move Conflagration

P.D. Command Evade!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Unconciousness/Blindness
○ Petrification/Nix	✕ —

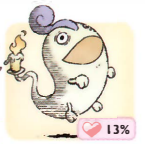
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a bougie reaches level 32, or metamorphoses into a boo-bougie.
Unlock Slot 2	When it metamorphoses into a bougie-woogie or a bougieman and reaches level 43.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



273 BOUGIE



Max Lv.	48	Growth Pattern	Early
Stamina	30	Stamina Recovery	1.6
Movement Speed	★★★★		
Attack Speed	★★★		

13%

Abilities	Lv. 1	Max Lv.
Attack	7	84
Defense	7	84
Mag. Attack	12	138
Mag. Defense	9	115
Evasion	10	127
Accuracy	8	94

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Sabotage	Supp.
7	Spite	Supp.
15	Demon's Fury	Dark
–	–	–
–	–	–
–	–	–
–	–	–

274 BOO-BOUGIE



Max Lv.	60	Growth Pattern	Early
Stamina	35	Stamina Recovery	1.8
Movement Speed	★★★★		
Attack Speed	★★★		

–

Abilities	Lv. 1	Max Lv.
Attack	19	128
Defense	16	110
Mag. Attack	30	204
Mag. Defense	30	146
Evasion	34	162
Accuracy	19	143

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Sabotage	Supp.
8	Darkness Beckons	Dark
17	Hot Huff	Fire
28	Dark Cloud	Dark
–	–	–
–	–	–
–	–	–
–	–	–

275 BOUGIE-WOOGIE



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★★★★		
Attack Speed	★★★		

6.5%

Abilities	Lv. 1	Max Lv.
Attack	28	253
Defense	24	231
Mag. Attack	42	315
Mag. Defense	31	269
Evasion	38	320
Accuracy	31	269

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	150%	Dark	50%

Gems: Fire, Neutral

Tricks		
Lv.	Name	Effect
1	Sabotage	Supp.
8	Darkness Beckons	Dark
18	Ill Wind	Dark
29	Whirly Whirlies	Storm
37	Light Fantastic	Supp.
47	Wind Tunnel	Storm
–	–	–
–	–	–

276 BOUGIEMAN



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★★★★		
Attack Speed	★★★		

6.5%

Abilities	Lv. 1	Max Lv.
Attack	28	238
Defense	24	215
Mag. Attack	44	323
Mag. Defense	31	265
Evasion	38	318
Accuracy	30	230

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	150%	Dark	50%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Sabotage	Supp.
8	Darkness Beckons	Dark
17	Black Blast	Dark
28	Time to Shine	Supp.
36	Leech	Dark
52	Final Curtain	Dark
–	–	–
–	–	–



No. 277–280 **Wisp** — Mortui

Blades | Cloaks | Patches

Miracle Move Black Hole

P.D. Command Evade!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Unconciousness/Blindness
○ Petrification/Nix	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a ghost wisperer and reaches level 32.
Unlock Slot 2	When it metamorphoses into a kill-o'-the-wisp or a wispula and reaches level 46.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



277 WISP



Max Lv.	30	Growth Pattern	Early
Stamina	30	Stamina Recovery	1.6
Movement Speed	★★★		
Attack Speed	★★★★		

8%

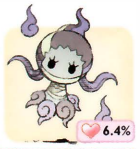
Abilities	Lv. 1	Max Lv.
Attack	8	64
Defense	8	67
Mag. Attack	15	116
Mag. Defense	8	75
Evasion	13	116
Accuracy	8	63

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	150%	Dark	50%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Dark Cloud	Dark
6	Pick-Me-Up	Supp.
13	Fling Flame	Fire
–	–	–
–	–	–
–	–	–
–	–	–

278 GHOST WISPERER



Max Lv.	52	Growth Pattern	Average
Stamina	35	Stamina Recovery	1.8
Movement Speed	★★★		
Attack Speed	★★★★		

6.4%

Abilities	Lv. 1	Max Lv.
Attack	15	112
Defense	17	129
Mag. Attack	28	183
Mag. Defense	19	135
Evasion	29	180
Accuracy	16	126

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	150%	Dark	50%

Gems: Fire, Light, Neutral

Tricks		
Lv.	Name	Effect
1	Dark Cloud	Dark
7	Darkness Beckons	Dark
14	Spite	Supp.
25	Firewall	Fire
–	–	–
–	–	–
–	–	–
–	–	–

279 KILL-O'-THE-WISP



Max Lv.	99	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★★★★		
Attack Speed	★★★★		

–

Abilities	Lv. 1	Max Lv.
Attack	30	171
Defense	34	182
Mag. Attack	64	338
Mag. Defense	45	210
Evasion	66	279
Accuracy	33	203

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	150%	Dark	50%

Gems: Fire, Neutral

Tricks		
Lv.	Name	Effect
1	Dark Cloud	Dark
7	Darkness Beckons	Dark
18	Black Blast	Dark
26	Evil Embrace	Supp.
32	Thunderstorm	Storm
49	Final Curtain	Dark
–	–	–
–	–	–

280 WISPULA



Max Lv.	99	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★★★★		
Attack Speed	★★★★		

–

Abilities	Lv. 1	Max Lv.
Attack	32	186
Defense	36	198
Mag. Attack	51	300
Mag. Defense	43	181
Evasion	69	274
Accuracy	29	194

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	150%	Dark	50%

Gems: Fire, Dark, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Dark Cloud	Dark
7	Darkness Beckons	Dark
17	Leech	Dark
28	Ill Wind	Dark
34	Enlighten	Supp.
50	Hailstone	Water
–	–	–
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 281–284 — Mortui

Girlfiend

Spears | Cloaks | Patches

Miracle Move Reaper

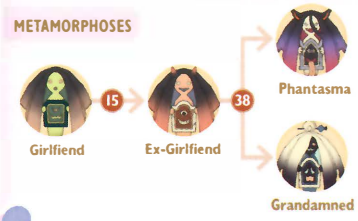
P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
—	Unconciousness/Blindness
Petrification/Nix	—

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a girlfiend reaches level 18, or metamorphoses into a grandamned.
Unlock Slot 2	When its familiarity becomes 3.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



281 GIRLFIEND



Max Lv. 32	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

13%

Abilities	Lv. 1	Max Lv.
Attack	8	73
Defense	9	76
Mag. Attack	14	113
Mag. Defense	10	93
Evasion	11	102
Accuracy	7	59

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	150%	Dark	50%

Gems: Light, Neutral

Tricks

Lv.	Name	Effect
1	Evil Embrace	Supp.
8	Sabotage	Supp.
15	Demon's Fury	Dark
–	–	–
–	–	–
–	–	–
–	–	–

282 EX-GIRLFIEND



Max Lv. 54	Growth Pattern	Average
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

10.4%

Abilities	Lv. 1	Max Lv.
Attack	18	132
Defense	16	119
Mag. Attack	27	177
Mag. Defense	23	156
Evasion	26	173
Accurac	15	112

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	150%	Dark	50%

Gems: Fire, Light, Neutral

Tricks

Lv.	Name	Effect
1	Evil Embrace	Supp.
9	Darkness Beckons	Dark
18	Rock-a-Bye Baby	Supp.
27	Blunt	Supp.
–	–	–
–	–	–
–	–	–
–	–	–

283 PHANTASMA



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★	
Attack Speed	★ ★ ★	

6.5%

Abilities	Lv. 1	Max Lv.
Attack	31	273
Defense	25	244
Mag. Attack	42	350
Mag. Defense	34	285
Evasion	41	337
Accuracy	25	227

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	150%	Dark	50%

Gems: Fire, Light, Neutral

Tricks

Lv.	Name	Effect
1	Evil Embrace	Supp.
8	Darkness Beckons	Dark
18	Spire of Fire	Fire
27	Sharpener	Supp.
35	Leech	Dark
47	Ill Wind	Dark
–	–	–
–	–	–

284 GRANDAMNED



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★	
Attack Speed	★ ★ ★	

—

Abilities	Lv. 1	Max Lv.
Attack	29	239
Defense	24	213
Mag. Attack	42	340
Mag. Defense	35	302
Evasion	42	335
Accuracy	26	226

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	150%	Dark	50%

Gems: Fire, Light, Neutral

Tricks

Lv.	Name	Effect
1	Evil Embrace	Supp.
8	Darkness Beckons	Dark
19	Black Blast	Dark
26	Pick-Me-Up	Supp.
35	Soulshield	Supp.
50	Final Curtain	Dark
–	–	–
–	–	–



No. 285–288 — Mortui

Bonehead

Blades | Shields | Fangs

Miracle Move Inner Strength

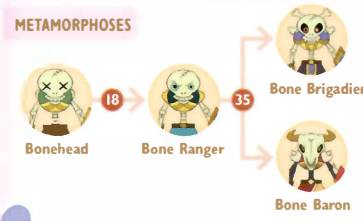
P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
—	Unconciousness
Petrification/Blindness/Nix	—

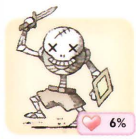
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a bonehead reaches level 14.
Unlock Slot 2	When it metamorphoses into a bone ranger and reaches level 25.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



285 BONEHEAD



Max Lv. 28	Growth Pattern	Average
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★	
Attack Speed	★ ★ ★	

6%

Abilities	Lv. 1	Max Lv.
Attack	12	80
Defense	8	61
Mag. Attack	5	42
Mag. Defense	7	55
Evasion	6	54
Accuracy	11	72

Affinities/Resistances			
Phys.	90%	Fire	100%
Water	100%	Storm	150%
Light	100%	Dark	100%

Gems: Fire, Light, Neutral

Tricks

Lv.	Name	Effect
1	Sabotage	Supp.
7	Smash Hit	Phys.
17	Ray of Light	Phys.
–	–	–
–	–	–
–	–	–
–	–	–

286 BONE RANGER



Max Lv. 55	Growth Pattern	Average
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★	
Attack Speed	★ ★ ★	

4.8%

Abilities	Lv. 1	Max Lv.
Attack	24	164
Defense	16	113
Mag. Attack	11	81
Mag. Defense	14	105
Evasion	15	116
Accuracy	21	146

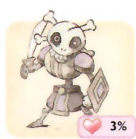
Affinities/Resistances			
Phys.	80%	Fire	150%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Light, Dark, Neutral

Tricks

Lv.	Name	Effect
1	Sabotage	Supp.
7	Blunt	Supp.
16	Evil Embrace	Supp.
28	Petrifying Poke	Phys.
–	–	–
–	–	–
–	–	–
–	–	–

287 BONE BRIGADIER



Max Lv. 99	Growth Pattern	Average
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★	
Attack Speed	★ ★ ★	

3%

Abilities	Lv. 1	Max Lv.
Attack	36	311
Defense	25	221
Mag. Attack	17	144
Mag. Defense	22	224
Evasion	24	206
Accuracy	33	277

Affinities/Resistances			
Phys.	70%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Light, Dark, Neutral

Tricks

Lv.	Name	Effect
1	Sabotage	Supp.
7	Blunt	Supp.
16	Yoo-Hoo	Supp.
26	Dark Cloud	Dark
33	War Cry	Supp.
49	Super Slash	Phys.
–	–	–
–	–	–

288 BONE BARON



Max Lv. 99	Growth Pattern	Late
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★	
Attack Speed	★ ★ ★	

3%

Abilities	Lv. 1	Max Lv.
Attack	26	366
Defense	18	296
Mag. Attack	12	221
Mag. Defense	14	261
Evasion	16	273
Accuracy	22	309

Affinities/Resistances			
Phys.	60%	Fire	100%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Light, Dark, Neutral

Tricks

Lv.	Name	Effect
1	Sabotage	Supp.
7	Blunt	Supp.
17	Soulshield	Supp.
28	Slice 'n' Dice	Phys.
36	Maddening Melody	Supp.
52	Drop Chop	Phys.
–	–	–
–	–	–

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No. 289–292 Mortui

Zombo

Blades | Clothes | Scales

Miracle Move Song of the Soul

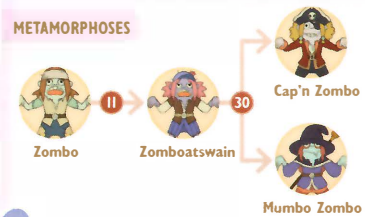
P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Unconciousness/Blindness
○ Petrification/Nix	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When a zombo reaches level 16, or metamorphoses into a zomboatswain.
Unlock Slot 2	When it metamorphoses into a zomboatswain and reaches level 25.
Unlock Slot 3	When its familiarity becomes 3.

METAMORPHOSES



289 ZOMBO



Max Lv.	36	Growth Pattern	Early
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

13%

Abilities	Lv. 1	Max Lv.
Attack	11	105
Defense	4	38
Mag. Attack	5	48
Mag. Defense	9	89
Evasion	9	94
Accuracy	12	107

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Demon's Fury	Dark
11	Spite	Supp.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

290 ZOMBOATSWAIN



Max Lv.	60	Growth Pattern	Early
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

10.4%

Abilities	Lv. 1	Max Lv.
Attack	27	176
Defense	9	73
Mag. Attack	8	73
Mag. Defense	25	132
Evasion	27	139
Accuracy	24	182

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Light, Neutral

Tricks		
Lv.	Name	Effect
1	Demon's Fury	Dark
10	Leech	Dark
18	Hellitosis	Supp.
27	Black Blast	Dark
–	–	–
–	–	–
–	–	–

291 CAP'N ZOMBO



Max Lv.	99	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

6.5%

Abilities	Lv. 1	Max Lv.
Attack	47	248
Defense	16	114
Mag. Attack	10	92
Mag. Defense	42	191
Evasion	41	176
Accuracy	42	257

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire, Dark, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Demon's Fury	Dark
10	Leech	Dark
18	Darkness Beckons	Dark
28	Heat Ray	Fire
33	Drowsy Drops	Supp.
49	Flame Fan	Fire
–	–	–
–	–	–

292 MUMBO ZOMBO



Max Lv.	99	Growth Pattern	Average
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★ ★		

6.5%

Abilities	Lv. 1	Max Lv.
Attack	33	269
Defense	14	146
Mag. Attack	16	177
Mag. Defense	27	254
Evasion	28	246
Accuracy	36	295

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	150%	Dark	50%

Gems: Fire, Dark, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Demon's Fury	Dark
10	Leech	Dark
19	Ill Wind	Dark
28	Firewall	Fire
35	Snowblower	Water
53	Final Curtain	Dark
–	–	–
–	–	–



No. 293–296 Mortui

Eggroll

Axes & Hammers | Clothes | Fangs

Miracle Move Stony Gaze

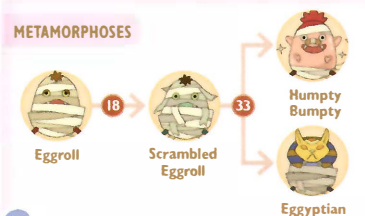
P.D. Command Defend!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Unconciousness/Blindness
○ Petrification/Nix	✕ —

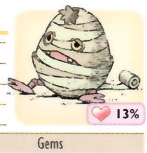
COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a scrambled eggroll.
Unlock Slot 2	When it metamorphoses into a humpty bumpty or an eggyptian.
Unlock Slot 3	When it metamorphoses into a humpty bumpty or an eggyptian and reaches level 44.

METAMORPHOSES



293 EGGROLL



Max Lv.	48	Growth Pattern	Early
Stamina	30	Stamina Recovery	1.6
Movement Speed	★ ★ ★		
Attack Speed	★ ★		

13%

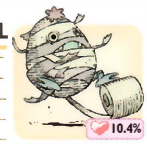
Abilities	Lv. 1	Max Lv.
Attack	8	94
Defense	10	113
Mag. Attack	8	94
Mag. Defense	11	138
Evasion	5	64
Accuracy	7	81

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	150%	Dark	50%

Gems: Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Evil Embrace	Supp.
6	Dark Cloud	Dark
16	Roly-Poly	Phys.
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

294 SCRAMBLED EGGROLL



Max Lv.	76	Growth Pattern	Early
Stamina	35	Stamina Recovery	1.8
Movement Speed	★ ★ ★		
Attack Speed	★ ★		

10.4%

Abilities	Lv. 1	Max Lv.
Attack	20	139
Defense	29	190
Mag. Attack	21	165
Mag. Defense	44	221
Evasion	22	134
Accuracy	17	143

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	150%	Dark	50%

Gems: Light, Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Evil Embrace	Supp.
9	Ill Wind	Dark
17	Spite	Supp.
27	Phantom Fangs	Phys.
–	–	–
–	–	–
–	–	–
–	–	–

295 HUMPTY BUMPTY



Max Lv.	99	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★		

—

Abilities	Lv. 1	Max Lv.
Attack	37	220
Defense	46	237
Mag. Attack	32	205
Mag. Defense	64	248
Evasion	39	175
Accuracy	29	203

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	50%

Gems: Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Evil Embrace	Supp.
9	Ill Wind	Dark
18	Leech	Dark
27	Firewall	Fire
35	Belly Buster	Phys.
51	Drop Chop	Phys.
–	–	–
–	–	–

296 EGGYPTIAN



Max Lv.	99	Growth Pattern	Early
Stamina	40	Stamina Recovery	2.1
Movement Speed	★ ★ ★		
Attack Speed	★ ★		

6.5%

Abilities	Lv. 1	Max Lv.
Attack	34	197
Defense	46	237
Mag. Attack	35	229
Mag. Defense	64	248
Evasion	39	175
Accuracy	29	203

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	50%

Gems: Phys., Neutral

Tricks		
Lv.	Name	Effect
1	Evil Embrace	Supp.
9	Ill Wind	Dark
17	Darkness Beckons	Dark
26	Pyro Puff	Fire
33	Time to Shine	Supp.
51	Final Curtain	Dark
–	–	–
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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No. 297–300 Nobilia

Mandragorer

Armor | Scales | Medals

Miracle Move Conflagration

P.D. Command —

Ailment Vulnerabilities	Ailment Resistances
—	—
—	—

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	Unlocked from the start.
Unlock Slot 2	Unlocked from the start.
Unlock Slot 3	Unlocked from the start.

METAMORPHOSES



297 MANDRAGORER



Max Lv. 5	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.45
Movement Speed	★ ★	
Attack Speed	★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	49	112
Defense	52	121
Mag. Attack	50	115
Mag. Defense	27	58
Evasion	49	113
Accuracy	26	55

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Storm Light Phys. Neutral

Tricks		
Lv.	Name	Effect
1	Flame Fan	Fire
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

298 PANDORAGORER



Max Lv. 5	Growth Pattern	Early
Stamina 35	Stamina Recovery	1.65
Movement Speed	★ ★ ★	
Attack Speed	★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	119	186
Defense	131	203
Mag. Attack	125	193
Mag. Defense	51	83
Evasion	116	184
Accuracy	47	78

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Storm Light Phys. Neutral

Tricks		
Lv.	Name	Effect
1	Flame Fan	Fire
3	Restorer Aurora	Heal
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

299 MENDRAGORER



Max Lv. 5	Growth Pattern	Early
Stamina 40	Stamina Recovery	1.9
Movement Speed	★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	183	251
Defense	211	288
Mag. Attack	201	274
Mag. Defense	69	105
Evasion	180	252
Accuracy	60	93

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Storm Light Phys. Neutral

Tricks		
Lv.	Name	Effect
1	Flame Fan	Fire
2	Restorer Aurora	Heal
3	Upsy-Daisy	Heal
4	Light Fantastic	Supp.
–	–	–
–	–	–
–	–	–
–	–	–

300 TUNDRAGORER



Max Lv. 5	Growth Pattern	Early
Stamina 40	Stamina Recovery	1.9
Movement Speed	★ ★ ★ ★ ★	
Attack Speed	★ ★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	255	331
Defense	298	379
Mag. Attack	286	364
Mag. Defense	86	127
Evasion	246	322
Accuracy	74	111

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Storm Light Phys. Neutral

Tricks		
Lv.	Name	Effect
1	Flame Fan	Fire
2	Restorer Aurora	Heal
3	Slow Poke	Supp.
4	Wallop	Phys.
5	Ray Gun	Fire
–	–	–
–	–	–
–	–	–



No. 425–428 Dracones

Draggle

Axes & Hammers | Fangs | Fangs

Miracle Move Conflagration

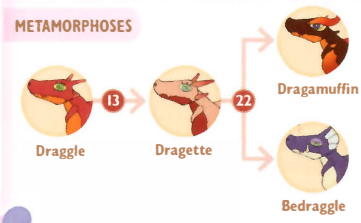
P.D. Command Psyche Up!

Ailment Vulnerabilities	Ailment Resistances
—	Unconciousness
Poison	—

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a dragette.
Unlock Slot 2	When it metamorphoses into a draggle or a bedraggle and reaches level 32.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



425 DRAGGLE



Max Lv. 18	Growth Pattern	Early
Stamina 30	Stamina Recovery	1.6
Movement Speed	★ ★	
Attack Speed	★ ★	

Abilities	Lv. 1	Max Lv.
Attack	16	109
Defense	14	94
Mag. Attack	12	64
Mag. Defense	16	83
Evasion	9	46
Accuracy	13	68

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Light Neutral

Tricks		
Lv.	Name	Effect
1	Phantom Fangs	Phys.
7	Whirligig	Storm
16	Hot Huff	Fire
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

426 DRAGETTE



Max Lv. 38	Growth Pattern	Early
Stamina 35	Stamina Recovery	1.8
Movement Speed	★ ★	
Attack Speed	★ ★	

Abilities	Lv. 1	Max Lv.
Attack	74	220
Defense	57	172
Mag. Attack	27	141
Mag. Defense	36	168
Evasion	18	102
Accuracy	30	149

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	150%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Neutral

Tricks		
Lv.	Name	Effect
1	Phantom Fangs	Phys.
12	Hot Huff	Fire
23	Crosswind	Storm
–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

427 DRAGAMUFFIN



Max Lv. 52	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★	
Attack Speed	★ ★	

Abilities	Lv. 1	Max Lv.
Attack	108	306
Defense	72	216
Mag. Attack	44	202
Mag. Defense	57	237
Evasion	26	133
Accuracy	48	214

Affinities/Resistances			
Phys.	100%	Fire	50%
Water	100%	Storm	100%
Light	100%	Dark	100%

Gems: Fire Neutral

Tricks		
Lv.	Name	Effect
1	Phantom Fangs	Phys.
10	Hot Huff	Fire
17	Pyro Puff	Fire
24	Earsplitter	Phys.
31	War Cry	Supp.
39	Flame Fan	Fire
47	Parp	Neutral
–	–	–

428 BEDRAGGLE



Max Lv. 52	Growth Pattern	Early
Stamina 40	Stamina Recovery	2.1
Movement Speed	★ ★	
Attack Speed	★ ★	

Abilities	Lv. 1	Max Lv.
Attack	101	282
Defense	78	237
Mag. Attack	41	184
Mag. Defense	61	258
Evasion	26	133
Accuracy	48	214

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	50%

Gems: Fire Neutral

Tricks		
Lv.	Name	Effect
1	Phantom Fangs	Phys.
10	Hot Huff	Fire
16	Siesta Sigh	Supp.
25	Wind Tunnel	Storm
32	Enlighten	Supp.
41	Drop Chop	Phys.
47	Parp	Neutral
–	–	–

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No. 429–432 Dracones

Sapdragon

Blades | Clothes | Patches

Miracle Move Song of the Soul

P.D. Command Evade!

Ailment Vulnerabilities	Ailment Resistances
◎ —	△ Unconciousness
○ Poison	✕ —

COMMAND SLOT UNLOCK CONDITIONS

Unlock Slot 1	When it metamorphoses into a flapdragon.
Unlock Slot 2	When it metamorphoses into a scrapdragon or a napdragon and reaches level 15.
Unlock Slot 3	When its familiarity becomes 5.

METAMORPHOSES



429 SAPDRAGON



Max Lv. 15	Growth Pattern Early
Stamina 30	Stamina Recovery 1.6
Movement Speed ★ ★ ★	
Attack Speed ★ ★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	21	124
Defense	29	175
Mag. Attack	23	110
Mag. Defense	24	116
Evasion	24	116
Accuracy	24	116

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	50%	Dark	150%

Gems: Fire Light Neutral

Tricks

Lv.	Name	Effect
1	Slice 'n' Dice	Phys.
5	Rise and Shine	Heal
11	Healing Rain	Heal
–	–	–
–	–	–
–	–	–
–	–	–

430 FLAPDRAGON



Max Lv. 22	Growth Pattern Early
Stamina 35	Stamina Recovery 1.8
Movement Speed ★ ★ ★	
Attack Speed ★ ★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	92	206
Defense	138	300
Mag. Attack	57	189
Mag. Defense	59	189
Evasion	59	189
Accuracy	59	189

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	150%	Dark	50%

Gems: Fire Water Storm Light Neutral

Tricks

Lv.	Name	Effect
1	Slice 'n' Dice	Phys.
7	Time to Shine	Supp.
12	Spite	Supp.
15	Dark Cloud	Dark
–	–	–
–	–	–
–	–	–
–	–	–

431 SCRAPDRAGON



Max Lv. 30	Growth Pattern Early
Stamina 40	Stamina Recovery 2.1
Movement Speed ★ ★ ★	
Attack Speed ★ ★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	124	285
Defense	197	418
Mag. Attack	90	285
Mag. Defense	86	268
Evasion	86	268
Accuracy	86	268

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	100%	Dark	50%

Gems: Fire Water Storm Light Neutral

Tricks

Lv.	Name	Effect
1	Slice 'n' Dice	Phys.
7	Time to Shine	Supp.
13	Darkness Beckons	Dark
15	War Cry	Supp.
19	Black Blast	Dark
23	Haymaker	Phys.
–	–	–
–	–	–

432 NAPDRAGON



Max Lv. 30	Growth Pattern Early
Stamina 40	Stamina Recovery 2.1
Movement Speed ★ ★ ★	
Attack Speed ★ ★ ★ ★	

Abilities	Lv. 1	Max Lv.
Attack	118	267
Defense	197	418
Mag. Attack	86	270
Mag. Defense	86	268
Evasion	86	268
Accuracy	86	268

Affinities/Resistances			
Phys.	100%	Fire	100%
Water	100%	Storm	100%
Light	50%	Dark	100%

Gems: Fire Water Storm Light Neutral

Tricks

Lv.	Name	Effect
1	Slice 'n' Dice	Phys.
7	Time to Shine	Supp.
13	Mighty Light	Light
16	Light Fantastic	Supp.
20	Twinkle Twinkle	Light
24	Second Wind	Heal
–	–	–
–	–	–

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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Familiar Tricks

Name	Cost MP	Area of Effect	Casting Time (seconds)	Cooldown Time (seconds)	Effect
Aurora Curealis	38	Ally (All)	2.5	19	Recovers HP and cures all ailments except unconsciousness
Belly Buster	29	Foe (Single)	1.4	3	Does physical damage
Black Blast	28	Foe (Single)	1.5	13	Does darkness damage
Blunt	8	Foe (Single)	0.4	6	50% chance to decrease defense by 20%
Body Blast	14	Foe (Single)	1	1	Does physical damage
Bowlder	49	Foe (Single)	1.2	11	Does physical damage
Bracer	8	Ally (Single)	0.5	7	Defense increases 30% for 30 seconds
Bubble Bath	10	Foe (Arc)	0.8	7	Does water damage
Crosswind	27	Foe (Line)	0.8	12	Does storm damage
Cut Loose	10	Foe (All)	1	8	Does physical damage
Dark Cloud	13	Foe (Single)	1.1	9	Does darkness damage, with a 30% chance of blindness
Darkness Beckons	12	Foe (Single)	0.9	8	25% chance of inflicting unconsciousness
Demon's Fury	11	Foe (Single)	0.8	6.5	Does darkness damage, with a 50% chance to curse
Drop Chop	45	Foe (Single)	0.7	9	Does physical damage
Dropsicle	33	Foe (Line)	1.2	11	Does water damage, with a 5% chance to petrify
Drowsy Drops	6	Foe (Single)	0.3	3	40% chance of inflicting sleep
Earsplitter	24	Foe (All)	1.3	15	Does physical damage
Enlighten	11	Self	0.9	10	Magical attack increases 35% for 30 seconds
Evil Embrace	7	Foe (Single)	0.5	5	50% chance of inflicting a random ailment other than petrification or unconsciousness
Final Curtain	20	Foe (All)	2	18	15% chance of inflicting unconsciousness
Firewall	17	Foe (Line)	1	6.8	Does fire damage
Flame Fan	34	Foe (Arc)	1.3	9.4	Does fire damage
Fling Flame	4	Foe (Single)	0.4	1	Does fire damage
Generator	8	Self	0.8	8	Recover HP
Geyser	37	Foe (Single)	0.9	7	Does water damage
Gust Buster	12	Foe (Single)	0.3	4	Does storm damage
Hailstone	40	Foe (Single)	0.8	6	Does water damage, with a 5% chance to petrify
Haymaker	41	Foe (Single)	1.2	6	Does physical damage
Healing Rain	15	Ally (All)	1.2	7	Recover HP
Healing Tear	4	Ally (Single)	0.2	2.2	Recover HP
Healthy Glow	11	Ally (Single)	0.6	5	Recover HP
Heat Ray	13	Foe (Line)	0.9	6.4	Does fire damage
Hellitosis	11	Foe (Arc)	0.7	9	40% chance to poison
Hocus Focus	8	Ally (Single)	0.5	7	Magical attack increases 35% for 30 seconds

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Name	Cost MP	Area of Effect	Casting Time (seconds)	Cooldown Time (seconds)	Effect
Hot Huff	9	Foe (Arc)	0.8	5	Does fire damage
Ill Wind	22	Foe (Single)	1.1	10	Does darkness damage
Lease of Life	18	Ally (Single)	1	8	Recover HP
Leech	14	Foe (Single)	0.7	7	Does darkness damage. Your HP recovers equal to the amount of damage dealt.
Light Fantastic	18	Ally (Single)	0.9	10	Attack and magical attack increase 20% for 20 seconds
Light of Life	27	Ally (Single)	1.2	11	Completely recovers HP
Light Relief	22	Ally (All)	1.2	8	Cures all ailments except unconsciousness
Love-Struck	19	Foe (All)	1.2	11	35% chance to cause confusion
Maddening Melody	10	Self	1	10	Attract enemy attention
Mighty Light	21	Foe (All)	1.5	10	Does light damage
Nut Shell	3	Foe (Single)	1.2	4	Does fire damage
Parp	35	Foe (All)	1.4	10	Does neutral damage
Pebble Pelt	7	Foe (Single)	0.2	2	Does physical damage, with a 50% chance to confuse
Petrifying Poke	11	Foe (Single)	0.3	9	Does physical damage, with 10% chance to petrify
Petrifying Puff	18	Foe (Single)	0.8	8	25% chance to petrify
Phantom Fangs	26	Foe (Single)	0.7	7	Does physical damage
Pick-Me-Up	8	Ally (Single)	0.5	7	Speed increases 65% for 30 seconds
Plasma Ball	3	Foe (Single)	0.2	3	Does storm damage, 5% chance to confuse
Poison Pinch	5	Foe (Single)	0.2	2	Does physical damage, with a 30% chance to poison
Polar Puff	19	Foe (Single)	0.6	4	Does water damage, with a 5% chance to petrify
Purifying Pulse	6	Ally (Single)	0.2	2	Removes curse
Pyro Puff	20	Foe (Arc)	1.1	7.7	Does fire damage
Ray Gun	11	Foe (Line)	0.2	60	Does fire damage
Ray of Life	14	Self	0.6	5	Recovers HP and cures all ailments except unconsciousness
Ray of Light	18	Foe (Line)	0.5	7	Does physical damage
Razzle Dazzle	6	Foe (Single)	0.2	2	50% chance of inflicting blindness
Restorer Aurora	35	Ally (All)	3.2	21	Recover HP
Rise and Shine	3	Ally (Single)	0.2	2	Removes sleep
Rock-a-Bye Baby	16	Foe (All)	1.2	11	35% chance to cause sleep
Rockfall	20	Foe (All)	1.1	13	Does physical damage
Rolling Stone	16	Foe (Single)	0.5	5	Does physical damage
Roly-Poly	15	Foe (Single)	1.2	1.5	Does physical damage
Sabotage	8	Foe (Single)	0.4	6	50% chance to decrease defense 30%
Sand Blast	5	Foe (Single)	0.2	1	80% chance of inflicting blindness
Second Wind	23	Ally (All)	1.8	13	Recover HP

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Name	Cost MP	Area of Effect	Casting Time (seconds)	Cooldown Time (seconds)	Effect
See Sense	7	Ally (Single)	0.2	2	Removes confusion
See Stars	9	Foe (Single)	0.2	2.5	Does physical damage, 80% chance to cause confusion
Sharpener	8	Ally (Single)	0.5	7	Attack increases by 15% for 30 seconds
Short Circuit	10	Foe (Line)	0.5	9	Does storm damage, with a 50% chance to confuse
Shower Curtain	21	Ally (All)	1	12	Magical defense increases by 50% for 30 seconds
Sickly Spores	4	Foe (Single)	0.2	2	60% chance to poison
Siesta Sigh	10	Foe (Arc)	0.8	9	40% chance to sleep
Slash 'n' Burn	32	Foe (Line)	0.8	10	Does fire damage
Slice 'n' Dice	33	Foe (Single)	0.8	8	Does physical damage
Sling Stone	13	Foe (Single)	0.6	6	Does physical damage
Slow Poke	8	Foe (Single)	0.4	6	50% chance to decrease defense 50%
Smash Hit	18	Foe (Single)	0.5	5.5	Does physical damage
Smoke Bomb	18	Foe (All)	1.3	12	50% chance to decrease speed 40%
Snowball	3	Foe (Single)	0.4	2	Does water damage, with a 5% chance to petrify
Snowblower	18	Foe (Arc)	0.9	8	Does water damage, with a 5% chance to petrify
Snowstorm	22	Foe (All)	1.4	15	Does water damage, with a 5% chance to petrify
Soulshield	8	Ally (Single)	0.5	7	Magical defense increases 70% for 30 seconds
Spire of Fire	16	Foe (Single)	0.7	3.2	Does fire damage
Spite	6	Foe (Single)	0.3	3	50% chance to curse
Splish Slash	7	Foe (Single)	0.4	2.5	Does water damage
Stalagmitts	23	Foe (Single)	0.5	5.8	Does physical damage
Super Slash	47	Foe (Line)	1	11	Does physical damage
Thunderbolt	15	Foe (Single)	0.5	6	Does storm damage, with a 5% chance to confuse
Thunderspark	3	Foe (Single)	0.2	3	Does storm damage, with a 5% chance to confuse
Thunderstorm	19	Foe (All)	1.2	16	Does storm damage, with a 5% chance to confuse
Time to Shine	18	Self	0.9	10	Attack and magical attack increase 20% for 20 seconds
Towering Inferno	38	Foe (Single)	0.9	5.4	Does fire damage
Tricksy Nixy	10	Foe (Single)	0.4	6	70% chance of inflicting nix
Twinkle Twinkle	32	Foe (All)	2.2	16	Does light damage
Twister	36	Foe (Single)	0.7	8	Does storm damage
Upsy-Daisy	15	Ally (Single)	1	10	Cures unconsciousness
Wallop	38	Foe (Line)	1.8	4	Does physical damage
War Cry	11	Self	0.9	10	Attack increases 20% for 30 seconds
Water Bomb	4	Foe (Single)	0.4	2	Does water damage
Water Cannon	28	Foe (Line)	1.3	12	Does water damage

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Name	Cost MP	Area of Effect	Casting Time (seconds)	Cooldown Time (seconds)	Effect
Waterspout	14	Foe (Line)	1	9	Does water damage
Whirligig	4	Foe (Single)	0.2	3	Does storm damage
Whirly Whirlies	21	Foe (Arc)	0.7	11	Does storm damage
Wind Tunnel	33	Foe (Line)	0.9	13	Does storm damage
Yoo-Hoo	6	Self	0.5	10	Attract enemy attention

Miracle Moves

Name	Cost MP	Area of Effect	Casting Time (seconds)	Cooldown Time (seconds)	Effect
Black Hole	–	Foe (All)	2.5	0	Does darkness damage, with 100% chance to cause blindness
Bolt Shower	–	Foe (All)	2.5	0	Does storm damage, with a 5% chance to confuse
Conflagration	–	Foe (All)	2.5	0	Does fire damage
Glacial Rain	–	Foe (All)	2.5	0	Does water damage, with a 5% chance to petrify
Groundswell	–	Foe (All)	2.5	0	Does physical damage
Ice Age	–	Foe (All)	2.5	0	Does water damage
Impunity	–	Self	2.5	0	Automatically evades enemy attacks for next 8 seconds
Inner Strength	–	Self	2.5	0	Increases attack 35% for 30 seconds
New Dawn	–	Ally (All)	2.5	0	Recovers HP and cures all ailments except unconsciousness
Power Surge	–	Foe (Single)	2.5	0	Does physical damage
Primal Roar	–	Foe (All)	2.5	0	Does physical damage
Prism Guard	–	Self	2.5	0	Increases defense 50% for 30 seconds
Reaper	–	Foe (All)	2.5	0	70% chance of inflicting unconsciousness
Rosy Glow	–	Ally (All)	2.5	0	Recovers HP and cures all ailments except unconsciousness
Slash Dance	–	Foe (All)	2.5	0	Does physical damage
Song of the Soul	–	Self	2.5	0	Increases magical attack 50% for 30 seconds
Splashdown	–	Foe (Single)	2.5	0	Does water damage
Sporestorm	–	Foe (All)	2.5	0	80% chance of inflict a random ailment other than petrification or unconsciousness
Stony Gaze	–	Foe (All)	2.5	0	70% chance to petrify
Time Flies	–	Ally (All)	2.5	0	Increases speed 80% for 30 seconds
Volcano	–	Foe (Single)	2.5	0	Does fire damage
Whirlwind	–	Foe (All)	2.5	0	Does storm damage

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3

Walkthrough



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Walkthrough



Places of Interest

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3 Sleety Hollow	P. 178	
6 Skull Mountain	P. 160	
1 Forest Glade	P. 74	
3 Deep Dark Woods	P. 78	
5 Forest Glade	P. 74	
16 The Iron Wyvern	P. 213	
11 Miasma Marshes	P. 204	
12 Perdida	P. 193	
15 The Tombstone Trail	P. 149	
12 Ding Dong Dell	P. 82	
15 The Ivory Tower	P. 225	
15 Forest Glade	P. 160	
17 Golden Grove (North)	P. 93	
18 Golden Grove (South)	P. 93	
19 Forest Glade	P. 96	
20 Forest Glade	P. 140	
21 Hamelin	P. 142	

Pobrano z www.ebookgigs.eu



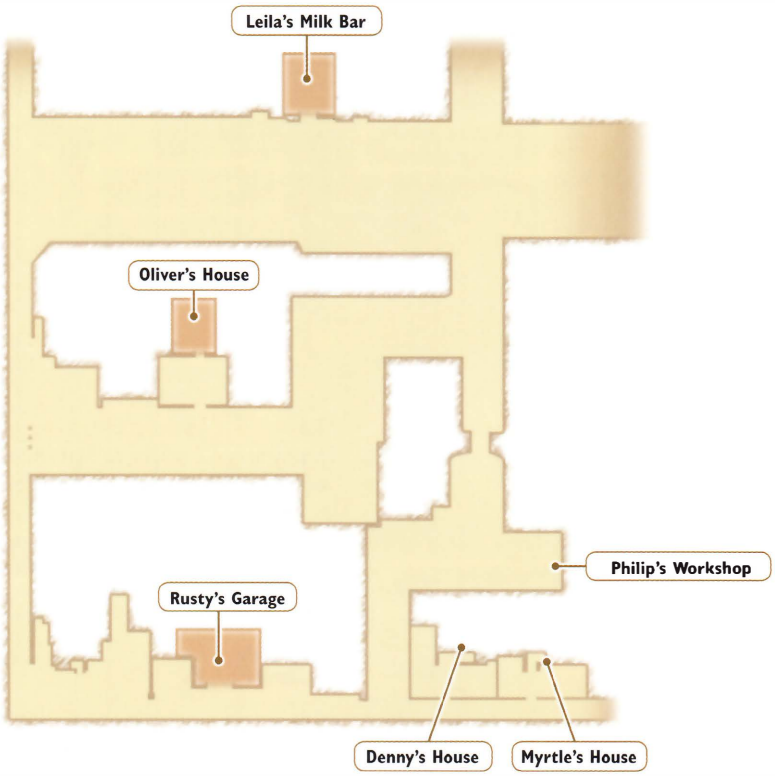
23 Abandoned Mine	P. 138	23 The Vault of Tears	P. 172	34 Castaway Cove	P. 115
23 Forest Glade	P. 178	23 Alchemist's Cave	P. 170	35 Crab Cave	P. 122
24 Temple of Trials	P. 106	30 Forest Glade	P. 125	36 The Fairyground	P. 130
25 Forest Glade	P. 221	31 Forest Glade	P. 122	37 Hermitage	P. 221
28 Old Smoky	P. 110	36 Ara Memoriae	P. 222		
27 Al Mamoon	P. 100	36 Forest Glade	P. 221		

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3

Motorville

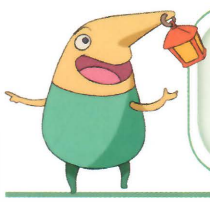
It's another beautiful day in Motorville for young Oliver, full of childish mischief and wonder. Ni no Kuni's opening section is simple and straightforward; just follow the yellow Guiding Star as it leads you on an introductory tour of Oliver's hometown and circle of friends.



01 Philip's Big News

02 Home to Mother

After completing the day's errands at Leila's Milk Bar, chase after Philip to find out what he's so excited about. Then head home, following the Guiding Star on the map in the upper-right corner of the screen. Feel free to speak to the citizens of Motorville that you pass, but don't expect to get too much in the way of useful information out of them—there are no items to find or tasks to perform in this section of the game.



Tip

When you arrive home, you gain the ability to open the Main Menu with ▲. Once the menu is open, you can press START to save your progress.

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03 Taking Her for a Spin

In the wee hours of the night, sneak out of Oliver's house and follow the mini-map arrow to Phil's garage. Philip then sends you to act as a lookout on the road to the south (once again, follow the Guiding Star) as he puts a chain of events into motion that will change Oliver's life forever.

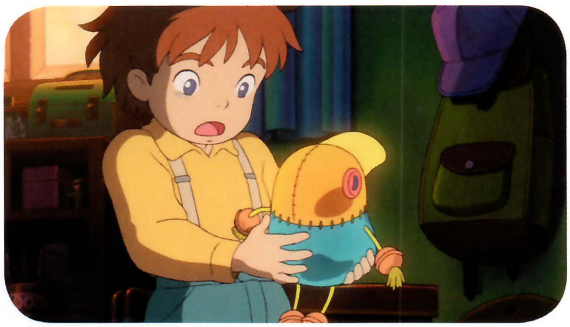




04 The Fairy and the Book

After a series of event scenes, a stuffed toy named Mr. Drippy points the way to Oliver's destiny. The first order of business: Go downstairs and search your fireplace for a copy of The *Wizard's Companion*, a book that will prove an invaluable resource on your journey. (You can select it from the menu whenever you'd like to read it.)

The Wizard's Companion





05 For Want of a Wand

06 A Gift from a Girl?

Next order of business: Acquire a magic wand. Follow Drippy around, talking to him whenever he stops. After your second conversation, he unlocks the Bottomless Bag in the Main Menu. Next, follow the Guiding Star to that mysterious girl with green hair, who gives you a cryptic bit of encouragement and then leaves a gift behind when she disappears. Take your old stick to the town square and use it to cast the Gateway spell from The *Wizard's Companion*. Say goodbye to Motorville and hello to destiny!





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Chapter I – The Northern Summerlands

Welcome to the other world, where the air is cleaner, the colors are brighter, and the views are absolutely stunning. But this is no place for tourists; only the strong can survive here, and Oliver's mettle will be tested from the moment he arrives.

The Rolling Hills



The Rolling Hills Forage Points

- 1 Plainswort (25%), Rings-a-Bell (25%), Gnomebeard (25%), Angula (25%)*
- 2 Rings-a-Bell*
- 3 Wetstone*
- 4 Sturdy Shinbone*
- 5 Jade Marble*
- 6 Fogdrop*
- 7 Springwater
- 8 Plainswort
- 9 Springwater
- 10 Booster Shoots
- 11 Plainswort
- 12 Booster Shoots

*Not yet accessible

The Rolling Hills Hidden Treasures

- 1 Slices of Pie x2
- 2 Supple Leather
- 3 Wooden Sword
- 4 Sour Sundae
- 5 Bars of Chocolate x2
- 6 Cakes x2
- 7 White Bread
- 8 Supple Leather
- 9 Well-Worn Sword
- 10 Iced Coffee
- 11 Giant's Tooth
- 12 Planetdrop*
- 13 Babana Flan*
- 14 Wildflower Sundae*

* Not yet accessible

Places of Interest

- I Deep Dark Wood
- II Forest Glade
- III Forest Glade
- IV Ding Dong Dell
- V Golden Grove

The Rolling Hills Creatures



021	RUFF			
SIGN		HP	WEAKNESS	RESISTS
		10	Water	Fire



025	RHINOSAUR			
SIGN		HP	WEAKNESS	RESISTS
		12	Water	—



033	BAATENDER			
SIGN		HP	WEAKNESS	RESISTS
		9	Fire	—



041	INPHANT			
SIGN		HP	WEAKNESS	RESISTS
		18	Fire	Water



077	MINOR BYRDE			
SIGN		HP	WEAKNESS	RESISTS
		8	—	—



089	SLEEPEAFOWL			
SIGN		HP	WEAKNESS	RESISTS
		7	—	Storm



185	OROBOROS			
SIGN		HP	WEAKNESS	RESISTS
		11	Water	—

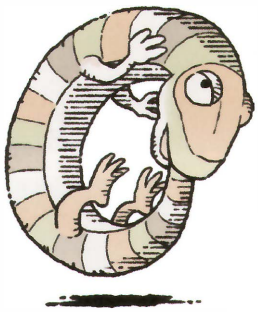
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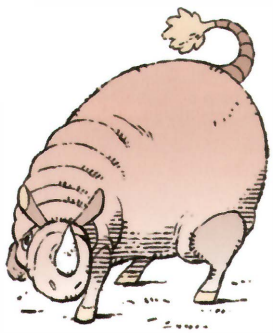
07 Another World

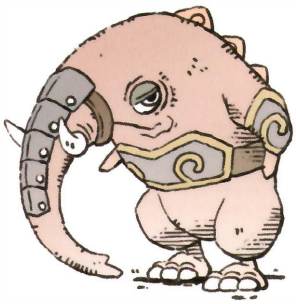
Your first battle shouldn't be a difficult one. Have Oliver repeatedly select the Attack command, and cease your savage ruff-pummeling only to pick up the shining HP- or MP-restoring glims that emerge from your foe. *Ni no Kuni* differs from most traditional RPGs in allowing you to move freely around the battlefield with the left analog stick, but it's hard to attack effectively while moving away from your foe. Stay in the poor ruff's face unless you have a good reason to move around.









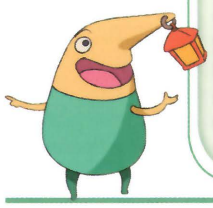


After the battle, Drippy gives you three loaves of white bread, a basic HP recovery item. You're then free to explore the rolling hills of the northern region of the continent known as the Summerlands. The enemies here can wear Oliver down, so you don't want to spend too much time out in the open, but you can certainly afford to take a few detours, like walking a few steps to the west, where you can find some booster shoots (an alchemy ingredient with no immediate use) by searching the twinkling spot. As you approach the castle, you'll spot another twinkle in the mountains to the east; search it to turn up a plainswort flower. A little way to the north, another twinkle offers a vial of springwater.







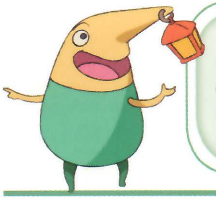


Tip

If an enemy gets the jump on you by approaching from behind, you won't be able to take any action for the first several seconds of combat. However, you're still free to run, and can easily erase the enemy's advantage by simply fleeing until the penalty clock runs out.

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Tip

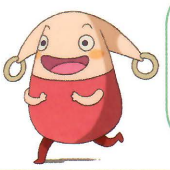
You can still move for about a second after the last enemy is defeated in combat. Make sure to use that opportunity to grab any nearby glims before the battle ends!



08 The Brokenhearted

You arrive at Ding Dong Dell to find the gates locked at the whim of a brokenhearted guard who just doesn't care enough to order them opened. Drippy has seen this sort of thing before, and knows how you can find a solution: by speaking to Old Father Oak of the Deep Dark Wood.





Tip

When you leave the castle to return to the world map, the twinkling forage points have reset, allowing you to claim their contents once again.



The Deep Dark Wood is northwest of the castle, at the northern end of your map. The route looks fairly simple, but there are several well-hidden treasures along the way. (Unlike twinkling forage points, hidden treasures cannot be seen on the map; you have to search at particular places to find them.) Most of the hidden items are alchemy ingredients and familiar treats that will be useful later in the game. However, the next area will be quite a bit easier if you at least take a brief detour to grab a well-worn sword.

As you travel northwest from the castle to the entrance to the Deep Dark Wood, you pass a large lake with a twinkling point on its east bank. Cross the river that feeds into the lake to forage that twinkle for more springwater. To the west (directly north of the lake) you'll see a natural rock platform held up by one thick chunk of bedrock and three thin pillars of stone. Search between the central pillar and the bedrock to find the well-worn sword. Oliver can't wield a sword, but you'll soon make a friend who can.





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HIDDEN TREASURES IN THE ROLLING HILLS

You're free to pick up these items whenever you like; there's no need to do so immediately. Keep this list in mind for the next time you feel like exploring or want something to do as you grind for money and experience points from the local fauna.



Note

You cannot reach treasures 12–14 at this point in the game.

1

From the castle, head south by southeast towards the beach. On the way, there's a grove of trees enclosed by a shallow bluff, with a single tree just outside of the grove. Search in the center of the grove for two pieces of pie.



2

West and a little south of the castle, there's a chunk of giant-creature rib cage and a few stray ribs sticking out of the ground. Search the stray rib nearest to the rib cage to find a piece of supple leather.



3

On the west coast of the moat around the castle, search at the top of the waterfall to find a wooden sword.



4

After getting the third hidden item to the west of the castle, cross the bluff to the north to reach the other side of the castle. At the small lake northwest of the castle, search the bank near the waterfall to find a sour sundae.



5

Northeast of the fourth treasure, at the east rim of the crater with the waterfall, a single tree stands apart from the thicket. Examine it to find two pieces of chocolate.



6

There's a plateau northwest of the castle and south of the river. Search the bones there for two cakes.



7

Draw a line west from the castle and another line south from the entrance to the Deep Dark Wood. There's a small bluff where the two lines meet; search at the top of the bluff to find a loaf of white bread.



8

There's a small bridge directly north from the seventh treasure and directly south of the entrance to the Deep Dark Wood. Follow the river to the west, and search at the point at which it turns into a waterfall that flows off the map for a piece of supple leather.



9

Southeast of the entrance to the Deep Dark Wood is a natural rock platform held up by three pillars of stone. Search between the central pillar and the main rock structure to find a well-worn sword.



10

Three rib bones stick out of the grass southwest of the entrance to the Deep Dark Wood. Search the middle of the three bones to find an iced coffee.



11

Follow the east border of the map north to the giant lake in the northwest corner of the area. Search along its southeast bank to find a giant's tooth.



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The Deep Dark Wood

Forest of Fairy Tales

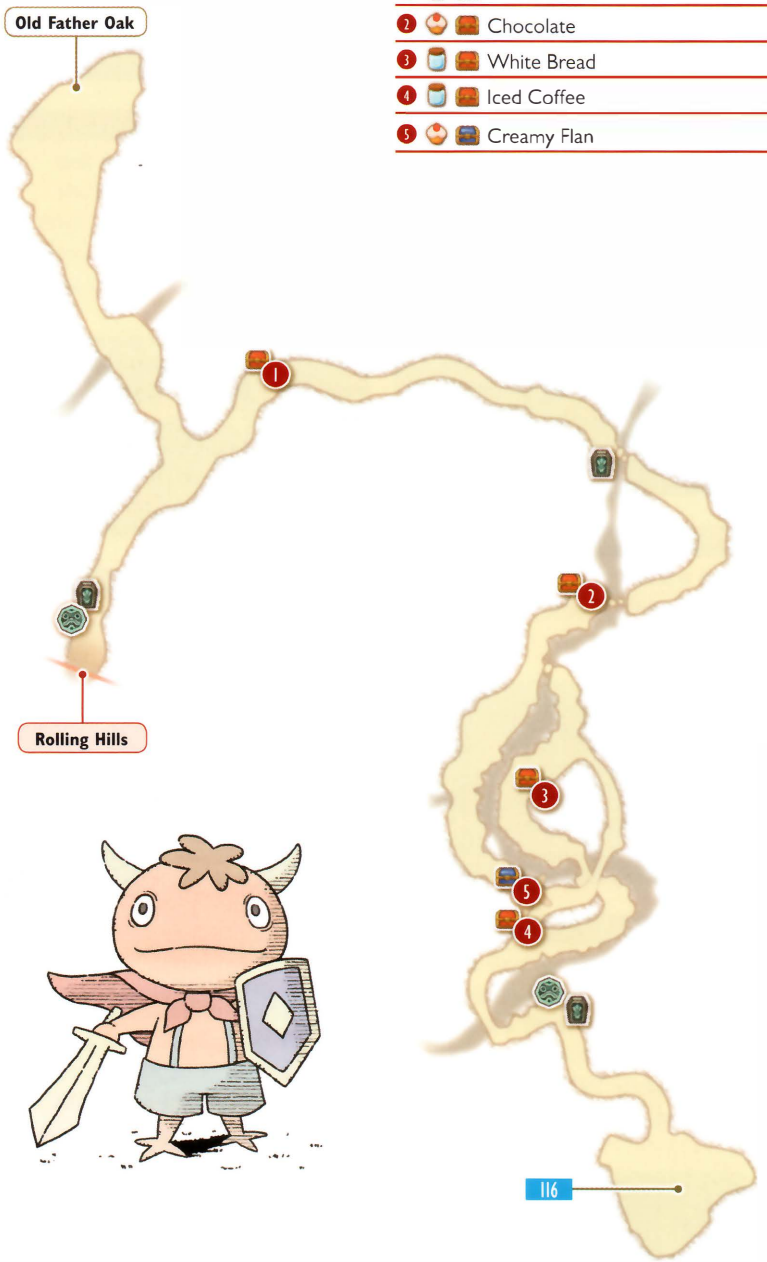
Suggested Level: 4 — x4 x1 x0 x0

Map Legend

Chest — Familiar Retreat — Waystone

The Deep Dark Wood Treasures

1. White Bread
2. Chocolate
3. White Bread
4. Iced Coffee
5. Creamy Flan



The Deep Dark Wood Creatures



029 JABBER

SIGN	HP	WEAKNESS	RESISTS
	16	Storm	—



133 SPITOO

SIGN	HP	WEAKNESS	RESISTS
	12	Water	Fire



177 WHIPPERSNAPPER

SIGN	HP	WEAKNESS	RESISTS
	10	Fire	—



221 TEENY BOPPER

SIGN	HP	WEAKNESS	RESISTS
	15	Storm	—

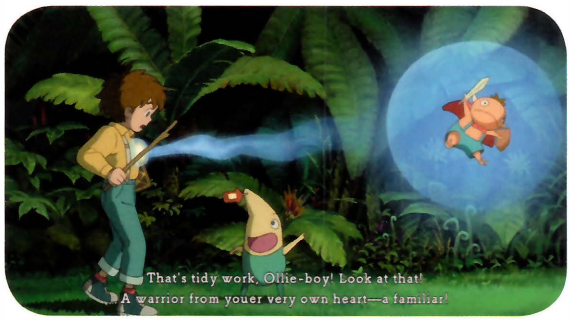
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09 Old Father Oak

Save your game at the waystone before following Drippy to the northwest corner of the woods. There you'll meet Old Father Oak, who gives you a page of *The Wizard's Companion* that changes everything. With the Form Familiar spell, Oliver no longer needs to get his hands dirty in battle; one of the game's hundreds of familiars will happily fight on his behalf. Cast the spell now, and you'll be joined by a humanoid familiar known as a mite. This little guy is one heck of a fighter, and will likely prove a treasured companion for the entirety of the game, so treat him right!

Form Familiar spell



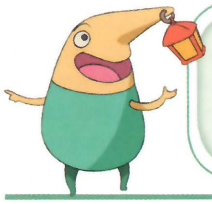


Now that Oliver can back away from the front lines of combat (where he'll be quickly outclassed by his mightier mite), he can ease into a support role, healing when his team's shared HP drops dangerously low or picking off foes with an elementally advantageous spell. Old Father Oak will get you started on this new vocation with the Healing Touch and Fireball spells.

Healing Touch and Fireball Spells

In your first battle, against a pair of teeny boppers, have your mite use his Cut Loose trick to deal heavy damage to both foes. Next, switch to normal attacks and try to pick off the more heavily wounded of the two foes first.





Tip

If you got the well-worn sword on the world map, select your familiar from the Friends & Familiars menu and equip the sword to his weapon slot for a meaty +6 strength boost.



Tracking the Guardian

After the first battle with your companion, you can now explore the east side of the forest, but don't expect it to be easy; if you aren't yet level 4, the first several battles could prove challenging. Until you get stronger, stick close to the waystone at the entrance of the Whispering Waterfalls and run back to it to heal and save if you take a beating. Make sure to pick up the loaf of white bread from the first chest to restore your health if needed.

There are several things you can do to give yourself an edge in combat. On the field, try to approach foes from behind, which will allow you to get a full turn of attacks in before they can react. If you get hurt in combat, just switch back to Oliver, have him run away, and cast Healing Touch. This strategy won't be as effective later in the game, but at this point your enemies are slow and lack projectile attacks, so there isn't much they can do when you create a lot of distance between you and them. Finally, when facing two or more foes, you can even the odds with a quick Fireball spell before you send your mite out to attack. This strategy is most effective against whipper-snappers, who are weak against fire-type attacks.





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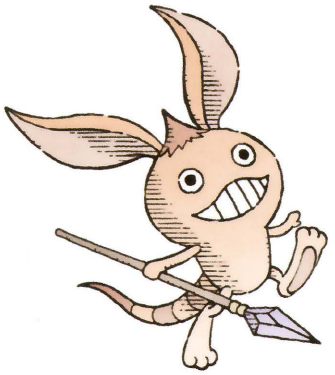
The path through the woods is linear until you hit the fork past the second treasure chest (the one that contains a bar of chocolate). At the fork, you can either go straight or hop across the river. If you do go straight, you'll find a locked chest that you won't be able to open until you learn the Spring Lock spell. So instead, hop across the river and bear to the left (east). The path seems to end at the trunk of a giant tree, but you can actually slip left around the tree to find a chest that contains MP-restoring iced coffee. Slide down the mountain, then loop around and take the other path so you don't miss the chest that has a loaf of white bread. Cross over a fallen tree that spans the raging river below and use the waystone to heal and save before tackling the first boss.





Speaking of chocolate, you should be feeding that (and other treats) to your mite at regular intervals. Treats boost the base abilities of familiars, and also their familiarity towards their owners. (As their familiarity rises, they'll be able to earn more ability bonuses from treats.) Each familiar has a favorite type of treat that's worth double points; for your mite, it's any type of chocolate. The one downside of treats is that familiars can only eat so many before they get full, so you can't just save up a bunch and feed them all at once. Instead, feed them at regular intervals and let your familiars work off their fullness on the battlefield.





Boss: Guardian of the Woods

Steadfast Defender of the Forest



335 Guardian of the Woods

HP	152	Weakness	Fire	Resists	Storm
Drop	Spirit of the Woods				
Steal	—				

You'll find the Guardian of the Woods in the clearing in the southeast part of the woods, after the third waystone. The trick to defeating him is a good defense; blocking his attacks will prevent nearly all of the damage and buy time while Drippy digs up glims on the battlefield. Until you get the message that the Guardian of the Woods is vulnerable to attack, it's best to play as Oliver, casting Fireball spells from afar.



Defend whenever the boss begins using a trick, which is usually indicated by a glowing orange or white aura. If you're in the middle of an attack sequence or spell when the boss begins to prepare an attack, you can cancel out of your current action with ●. Defending is essential to winning this fight. Not only does the Guardian do a lot of damage if you don't block its attacks, but you also lose a chance to stun the forest giant.

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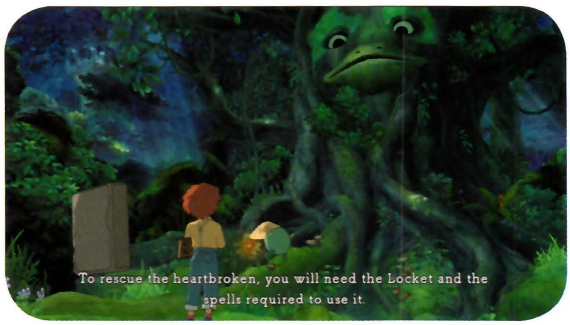
After you successfully defend his Windfall attack twice, the boss enters a period of vulnerability and the word "chance" appears over its head. This is a great time to send your mite after the boss to deal direct physical damage with the mite's sword. Timing the switch from defense to offense is a little tricky, but you'll have plenty of time to practice. Remember that after your first opening, the Guardian of the Woods becomes vulnerable each time you successfully defend an attack.



New Tale of Wonder— The Squirrels and the Bramble

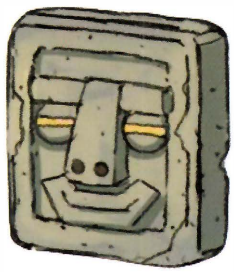
When you return to Old Father Oak, he gives you a Locket that can hold pieces of heart, along with the Take Heart and Give Heart spells. He also sends the Telling Stone to accompany you on your travels and provide valuable "life lessons" when the game has something new to explain to you.





Take Heart and Give Heart Spells

That's quite a haul, but it doesn't stop there. Old Father Oak isn't just being polite when he tells you to visit from time to time; he'll give you task advice and presents several times throughout the game. See the full list of triggers in this chart:



Old Father Oak Rewards

CONVERSATION TRIGGER	REWARD
Defeat Hickory Dock in Ding Dong Well	Bars of Milk Chocolate x5
Return to Al Mamoon after curing Rusty	— (New Dialogue Only)
Defeat Moltaan at Old Smoky	Phoenix Feathers x3
Set sail from Castaway Cove for the first time	Bottles of Pixie Dew x3
Set sail from Teeheeti after getting your ship repaired	Medal of Agility
Cure Marcassin's brokenheartedness in Hamelin	Healing Tear Gem, *Wizard's Companion* Page*
Receive map of Magic Stones	Green Man's Cloak
Defeat Cerboreas at Glittering Grotto	Nostrum
Acquire Clarion of the Three Kingdoms	— (New Dialogue Only)
Defeat Vileheart in Miasma Marshes	— (New Dialogue Only)
Return to *Iron Wyvern* after visiting Motorville	Great Sage's Secret
Defeat Porco Loco in Hamelin	Wizard King's Secret
Return to *Iron Wyvern* after visiting Ara Memoriae	— (New Dialogue Only)

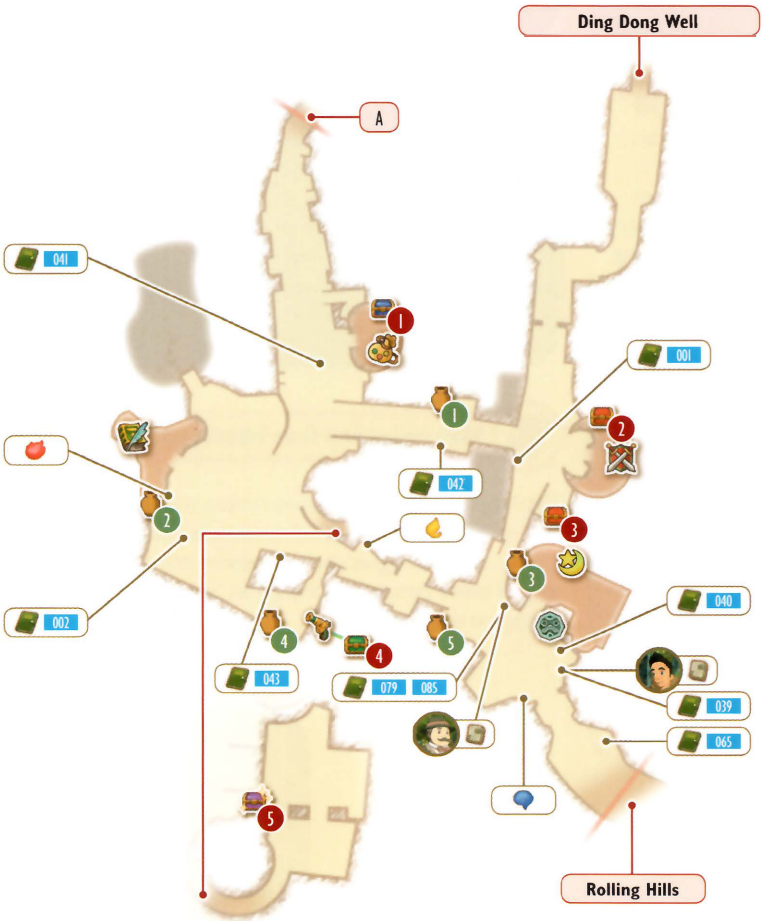
* You can collect the page of *The Wizard's Companion* at this point or any time after.

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Ding Dong Dell

The Cat King's Castle

Suggested Level: 5 — x3 x1 x1 x1



Map Legend

- Formula
- Hootique/Peddler
- Cat's Cradle
- Swift Solutions
- Chest
- Pot
- Task
- Pickpocket's Pistol Point
- Cawtermaster
- Familiar Retreat
- Waystone
- Enthusiasm
- Belief
- Kindness
- Love
- Confidence

Treasures (Chests)

1. Sandwich
2. Sundae
3. Iced Coffee
4. See-Through Pie
5. Shining Scales
6. White Bread

Treasures (Pots)

1. White Bread
2. 10G (60%), 20G (30%), or 30G (10%)
3. Cake
4. Ice Cream
3. 5G (60%), 10G (30%), or 15G (10%)
6. Pie
3. Poison-Be-Gone

The Hootique

Provisions

ITEM	COST
White Bread	20G
Iced Coffee	200G
Poison-Be-Gone	20G
Blindness-Be-Gone	40G

Treats

ITEM	COST
Chocolate	20G
Flan	20G
Cake	20G
Sundae	20G
Pie	20G
Ice Cream	20G

Ingredients

ITEM	COST
Bumbler Honey	50G
Crispy Lettuce	50G
Crunchy Carrot	50G
Dumpty Egg	50G
Tender Beef	60G

Cawtermaster

Weapons

ITEM	COST
Wooden Sword	50G
Well-Worn Sword	160G
Kitchen Knife	70G
Sharpened Stick	50G
Spiral Horn	150G

Armor

ITEM	COST
Wooden Helmet	70G
Leather Armor	100G
Rustic Garb	50G
Leafy Mantle	30G
Wooden Shield	80G

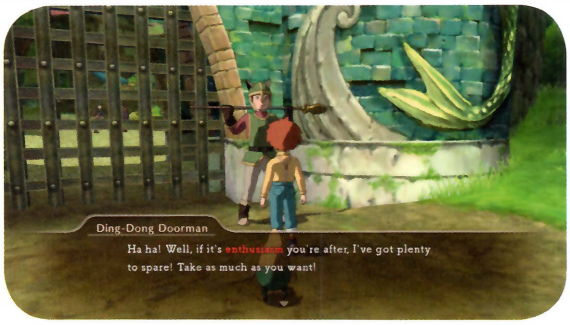
Accessories

ITEM	COST
Giant's Tooth	200G

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10 Giving and Taking Heart

With your new spells finally offering a solution to the lazy-guard crisis, it's time to head back to Ding Dong Dell. Approach the high-spirited guard and ask his permission to help yourself to a little bit of enthusiasm. Cast Take Heart to fill your Locket with his vigor, then approach the brokenhearted guard and cast Give Heart to put the spring back in his step. Open sesame, and you're in!

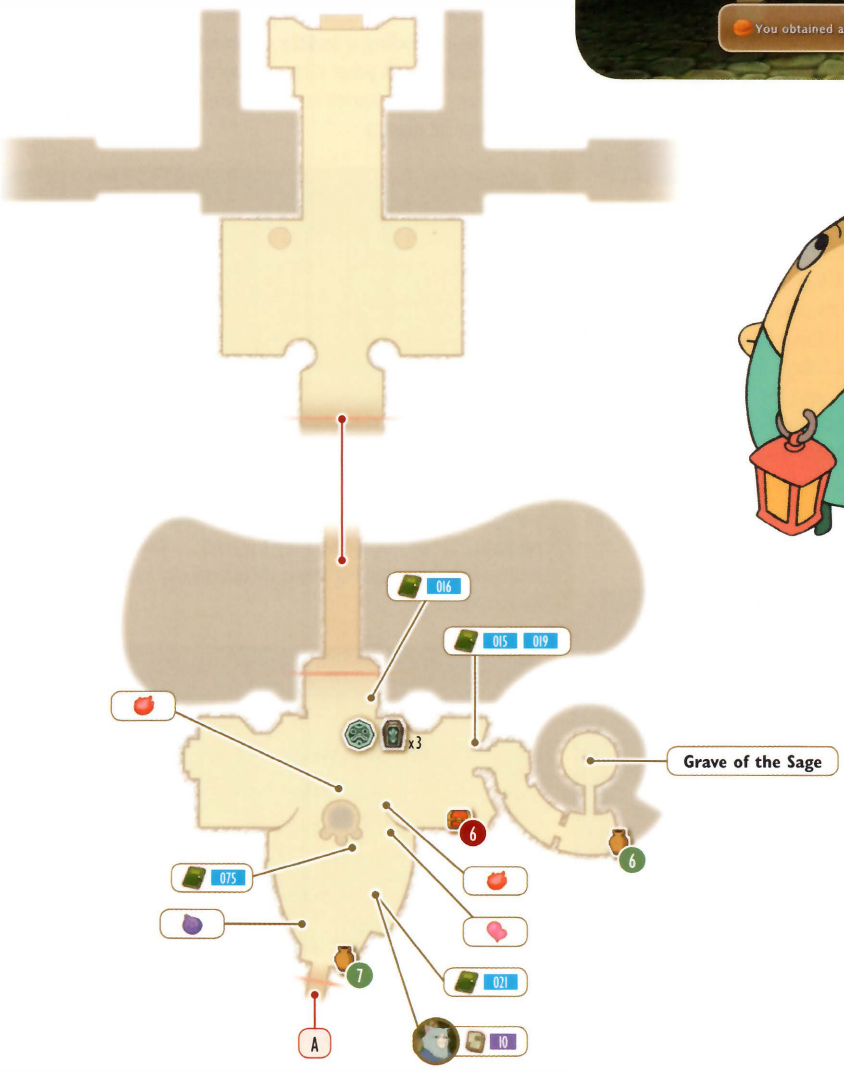




The chests of Ding Dong Dell come in a variety of colors, but only the red ones can be opened at this point. You can find one inside the Cawtermaster's Store (the one that looks like a giant crow), and a second is hidden in the small yard just to the right of the store's entrance. The third is in the park on the east side of the northern part of town. There are also plenty of items to be found in the glowing pots scattered around town. Unlike treasure chests, the pots refill after a short amount of time has passed, so you can claim their contents multiple times.







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11 Ding Dong Dell

After exploring the beautiful city of Ding Dong Dell, the first order of business is to get you into some decent clothes. Apparently the citizens of Ding Dong Dell can't help but become distracted by your "goofy clothes," and you won't get their help unless you can blend in. Follow the Guiding Star to the Hootique, where the Hootenanny conveniently has a set of clothes left by a traveler when he bought some new threads. Luckily, with a few alterations, they will be the perfect fit. It will take time to get the new threads tailored, so it's on to the next shop.



Next stop: Swift Solutions, the town's version of a task guild, where you can inquire about the merit card the guard at the gate mentioned. The guy behind the counter gives you a merit card that allows you to collect stamps for your good deeds, and then shows you to the Errand Board, where locals have posted their requests. View the board to get tasks 041, 042, and 043 added to your journal, then talk to the Taskmaster once more to sign up for the first bounty hunt (task 086). You can begin these tasks any time you like, and you might as well get started right away, as the cash and item rewards will come in very handy (see the "Task Journal" sidebar).





The clothes will take a day to make, so you might as well head to the Cat's Cradle inn. This is a great place to get a good night's rest, which will completely restore your HP and MP. It also advances the game's storyline and provides a few pages of area info for The *Wizard's Companion*.



In the morning, it's back to the Hootique, where your clothes are ready and waiting. There is no charge for the new duds, including a snazzy cape; however, thank the Hootenanny with your custom, by buying lots of treats for your mite. (His favorite is chocolate, but it's best to buy him a few of each.)



Finally, it's time to head north to the castle and speak to the king. Or at least, the king's guard… You won't be getting in to see his highness until you do a little favor for his guards first.



Regions of the World

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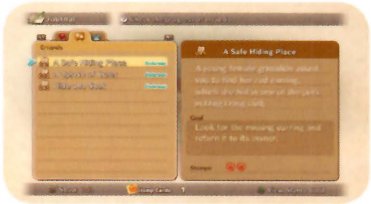
ERRANDS

To begin an errand, you need to speak to the client who posted the request on the Errand Board, who will appear as a flashing blue dot on your auto-map. (You can also get the errands directly from the clients without viewing the Errand Board.) You can do errands whenever you want, but it's usually best to do them as soon as possible, so you can earn the rewards early. The exceptions are bounty hunts and other errands that involve combat; if you feel underpowered relative to the creatures outside, it's best to save those until you're stronger.

Task 041—A Safe Hiding Place

Talk to the Grimalkin girl near the Hootique. She asks you to find a red earring in one of the pots in town. The pot with the earring appears in the northern region of town, in the park to the west of the fountain.

Reward:
Leafy mantle and 50G.



Task 042—A Splash of Color

Talk to the Grimalkin girl in the northern alley that connects the east and west parts of town. Give her two each of the plainswort and springwater you forageed from the twinkling points just outside of town (see map).

Reward:
Wooden shield and 50G.





Task 043—Hide and Seek

Talk to the woman standing outside of the house southeast of Swift Solutions. She asks you to find her three sons and tell them to come home. Each is wounded and will need a blast from Oliver's Healing Touch spell before they'll comply. You'll find the first hanging out in the Cawtermaster's store. Take the stairs north of the mother to an elevated yard area to find and heal the second boy. The third boy is in the northern part of the map, in the tunnel that leads to the park with the waterfall. After you've healed them all, talk to their mom to claim your reward.

Reward:
Slices of Sweetie Pie x3 and 50G.









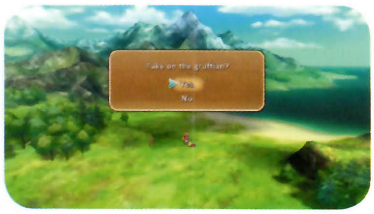


BOUNTY HUNTS

Task 086—Vegetable Thief

Find the gruffian near the beach southeast of town; the blue dot on your map will point you to it. (The gruffian is a white and red version of the ruff you fought at the very beginning of the game.) Even early in the game with just one familiar, this battle is quite winnable, provided you have full MP when you reach it. Have your mite use Cut Loose right off the bat, then pick off the gruffian's ruff companions. Save the rest of your MP for healing as you trade blows with the vicious but not particularly hardy gruffian. Report your triumph back to the Taskmaster at Swift Solutions to claim your reward.

Reward:
Well-worn sword and 50G.





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12 King Tom's Beloved Fish

The king's beloved red herring has gone missing, and you're not getting into his castle without it. First, follow the Guiding Star to the pond north of the Swift Solutions shop. Hop out on the logs and scan the pond until the fish appears. After it slips away, head to the pool surrounding the monument in the northern part of the map and grab the fish there. Bring that to the guard, and he'll let you into the castle.





Look behind the monument in the area where you found the red herring, and a ghostly boy named Horace will hand you the Spirit Medium spell. Cast it immediately to converse with your mysterious new friend, who is none other than the Great Sage Horace. Horace appears in every town, always with new spells to share, but only if you successfully found him in the last one.

Spirit Medium Spell





13 In Need of Enthusiasm

To become a proper wizard you need a more powerful wand than the old stick you found in Motorville. Ask King Tom if he is willing to part with his precious wand. However, like most in this world, he has been broken-hearted and is in no mood to help anyone.



Leave the castle after your audience with the king. The Telling Stone explains how to use your Locket to find people who have pieces of heart to spare. To find someone willing to spare some enthusiasm for King Tom, follow the Guiding Star to the waterway in the southern part of town. Extract some enthusiasm from little Tommy Stout, and return to the castle to share it with the king.



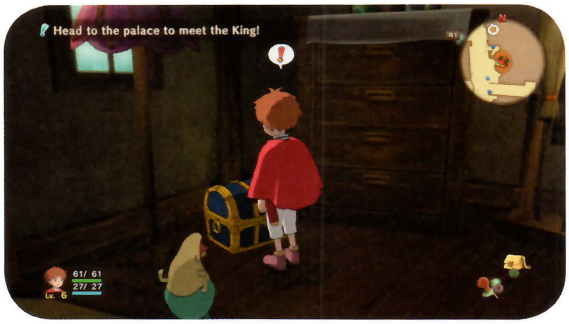
The king rewards you with the Spring Lock and Rejuvenate spells, and gives you his blessing to purchase equipment at the Cawtermaster's store. Visit this weapons/armor store, where you can buy armaments for your familiars. (But keep in mind that you could also get almost everything you'd want to buy as a task reward.)

Spring Lock and Rejuvenate Spells

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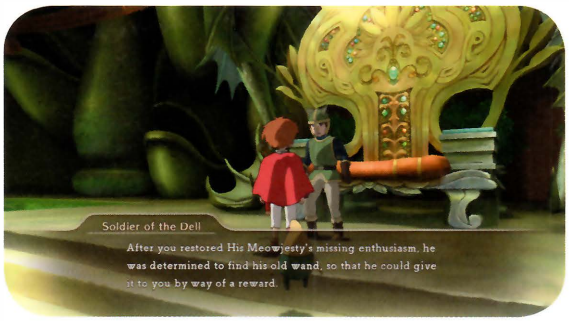


The Spring Lock spell allows you to open blue chests, including the one at the Hootique (which has a sandwich) and the one back in the Deep Dark Wood (which has a piece of creamy flan).



14 The Missing King

When you return to the castle after visiting the Cawtermaster, you learn the king has gone missing. Guess it will be a while before you get that wand King Tom promised as a reward. The king's disappearance is a total mystery, but could a clue await in the other world? Cast Gateway to find out!



Back in Motorville, head west to Leila's Milk Bar. There's no sign of Timmy Toldrum the cat there, so return to your home, where the mysterious girl with green hair meets you on the porch. The girl—who's apparently named Pea—will be happy to lead you to Timmy. When you find him, take him back to Leila's Milk Bar, where you get the clue you were waiting for. Warp back to Ding Dong Dell to begin your search for King Tom.





Speak with Tommy Stout (the boy who shared his enthusiasm with the king) outside of the city's waterway. He confirms that the king has gone inside and then lets you use his familiar, a thumbelemur, during your hunt. The entrance to Ding Dong Well is just ahead, and can be opened with your Spring Lock spell. But before you go inside, rest up at the inn, make sure you have a few extra iced coffees in your bag, and finish off the errands available in town; among the rewards is a leafy mantle that will boost your new thumbelemur's defense.





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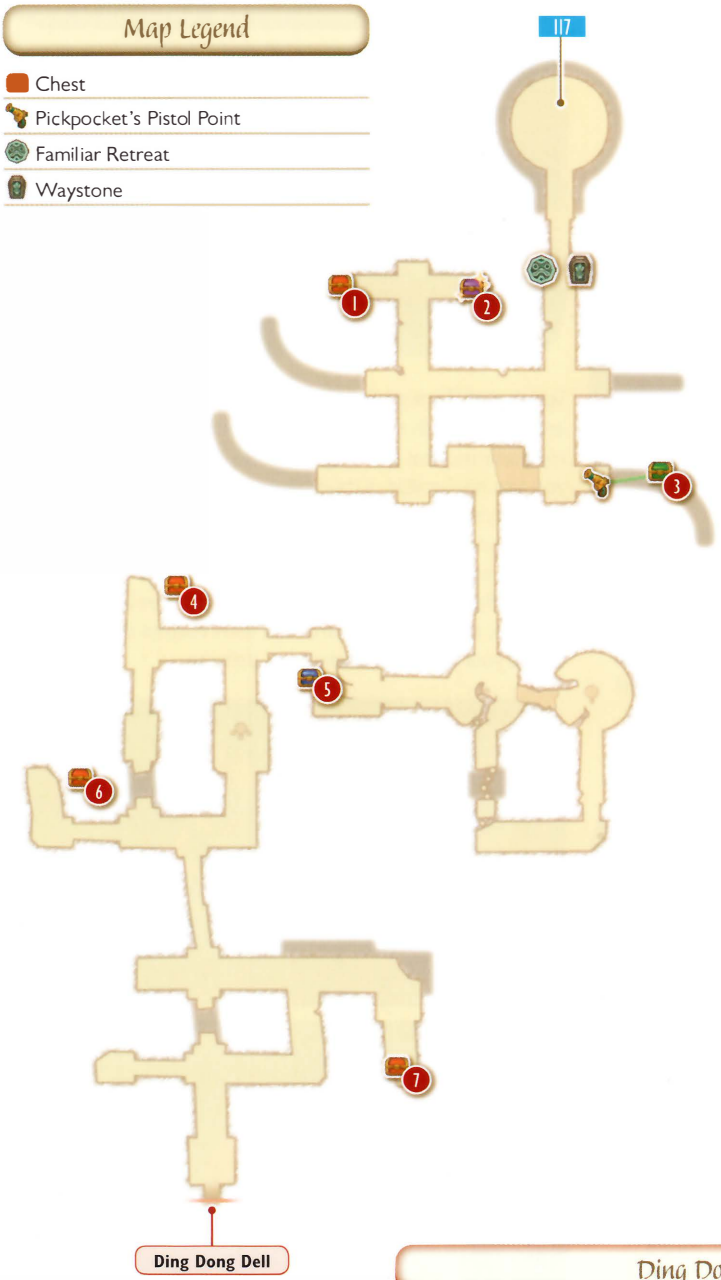
Ding Dong Well

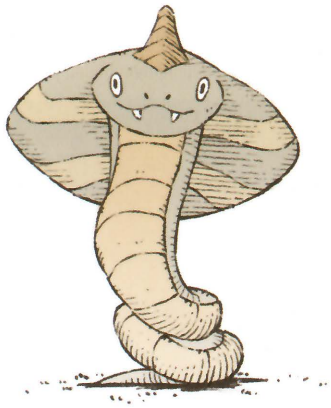
Where a Pussycat Once Fell

Suggested Level: 6 — x4 x1 x1 x1

Map Legend

- Chest
- Pickpocket's Pistol Point
- Familiar Retreat
- Waystone





Ding Dong Well Creatures

057	DANGLEFISH			
SIGN	HP	WEAKNESS	RESISTS
	41	Fire	Water

061	TADDLYWINK			
SIGN	HP	WEAKNESS	RESISTS
	25	Fire	Water

109	RABBOT			
SIGN	HP	WEAKNESS	RESISTS
	27	Storm	—

161	BUBBUD			
SIGN	HP	WEAKNESS	RESISTS
	22	Fire	Water

217	NAJA			
SIGN	HP	WEAKNESS	RESISTS
	33	Storm	—

Ding Dong Well Treasures

1. Sandwich
2. Blackwyrm Claws
3. Water Bomb Gem
4. Iced Coffee
5. Spiral Horn
6. Poison-Be-Gone
7. Iced Coffee

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15 Mischievous Mice



Tip

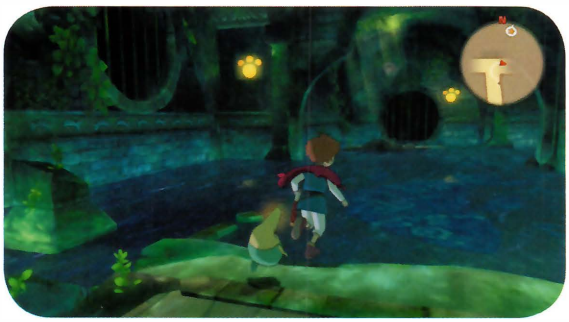
Your thumbelemur will have a lot to offer in the future, but for now, using him will get you hacked to pieces. Remember that Oliver shares HP with his familiars, and using a new or low-level companion is a dangerous endeavour. Always place familiars that are not quite battle ready in the rear of the Battle Lineup and level them up until they are equal to their foes.

Stick with the mite until your thumbelemur can gain five or six levels, which he can do in the back of your Battle Lineup just as easily as he can on the battlefield. By the time he's battle ready, you should have found a spiral horn weapon from the well's blue chest that will make him even better.

Even the mite may have trouble with the enemies here if you're under-leveled, but if you don't like the odds, you can always help him out by starting the battle with a quick Fireball spell. The bubbud, danglerfish, and taddlywink foes are all vulnerable to fire and should be knocked to the brink of death in a single blast.



From the start of the well, follow the path to the east, but before it curves back west walk down a few stairs into the shallow water. Trudge through the water and follow the path to locate a platform holding a chest with a valuable iced coffee.



Head back west and continue to trek deeper into danger going north. At the first T intersection make sure to take a short detour to the east to grab a poison-be-gone from a chest. Backtrack and head north this time, going through the double doors adorned with fish.

Lighting the Way

The doors at the back of the room are locked and will remain so until you solve a simple puzzle. The room may appear to be a dead end, but take notice of the large statue of King Tom and three braziers in front of it. Use your Fireball spell to light all three braziers in quick succession. The flames won't burn forever, so be quick about it!



With all three fires raging the doors will spring open. Step through the doorway and make a quick detour to the west to find a chest with another iced coffee. Backtrack to the doorway and continue east to descend a staircase into a watery part of the well. The blue chest with the spiral horn is just behind the stairs.



East of that, you'll find another series of three braziers that need to be lit. But this time, each brazier is in a different room, making it hard to light them all before time runs out. Give yourself the most time possible by starting with the one in the southeast corner, then run north to the second one, and finally drop down a ledge and run east from there to the third.



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When the large gate has been raised, run down the long staircase and travel to the northwest section to find a red chest with a sandwich and an elusive purple chest that can't be opened yet. Take the path to the east and note that there is a green chest to the south that is behind bars. It requires a special tool to spring the chest. Go north to the waystone to restore health and save before facing the troublemaker in the well.



Boss: Hickory Dock

King Hickory XVII



337 Hickory XVII

HP	365	Weakness	Fire	Resists	—
Drop	—				
Steal	—				

Hickory Dock can swing his giant wand as a bludgeon, perform Mousefire to throw fireballs, or perform a trick called Tailspin that inflicts a confusion effect. Thumbelemurs are highly resistant to confusion, and can thus pretty much ignore the Tailspin. But your thumbelemur can't block, so if Hickory Dock is casting Mousefire, quickly swap the thumbelemur out for Oliver or your mite and choose Defend. You should lead off with Oliver, or Hickory Dock will get a free hit against your familiar as soon as it is thrown out.





As long as you keep running around him, Hickory Dock won't ever be able to connect with physical wand attacks. After he swings and misses, you may be able to safely get in an attack, although you'll have to press ● to cancel out of the attack sequence and run away after the first hit. But you needn't bother attempting to trade blows at all; the big damage opportunity comes when Hickory Dock attempts to cast Mousefire and fails. If a fireball doesn't come out as soon as he levels the staff at you, cancel out of your block and rush in because Mousefire is about to backfire. This leaves Hickory Dock flat on his back and completely vulnerable to a lengthy attack combo or a Fireball spell. (Attack combos are the best choice, as they're more likely to knock out golden glims.)





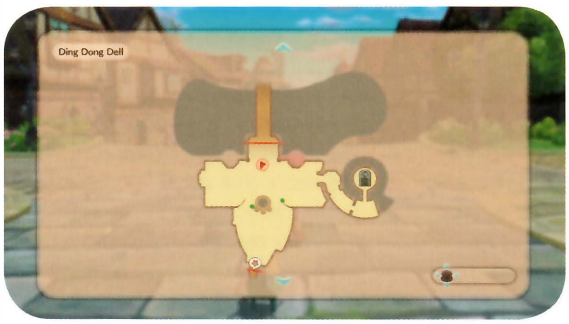
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Cleaning Up in Ding Dong Dell

After you defeat Hickory Dock, King Tom gives you the magic wand that was purloined by the oversized rodent, along with the Frostbite spell. He points you to your next destination: the Golden Grove to the south. As you leave the castle, you see people marked with glowing green dots on your auto-map, and your Locket lights up as you approach them. Seize the opportunity to cache an enthusiastic piece of heart for use in future tasks…

Frostbite Spell





Speaking of new tasks, several should now be available! You can pick them up from people on the street (glowing blue) or get them all with a quick trip to Swift Solutions. Errand tasks 001, 002, 044, 079 are on the board, as well as bounty hunt task 087.



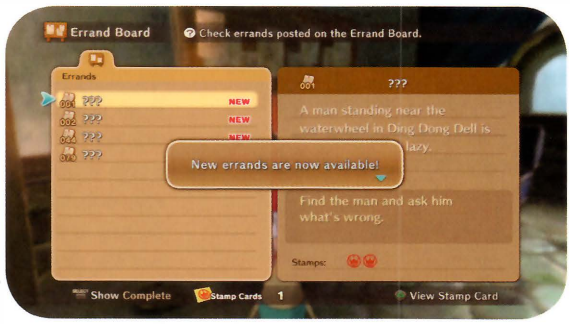


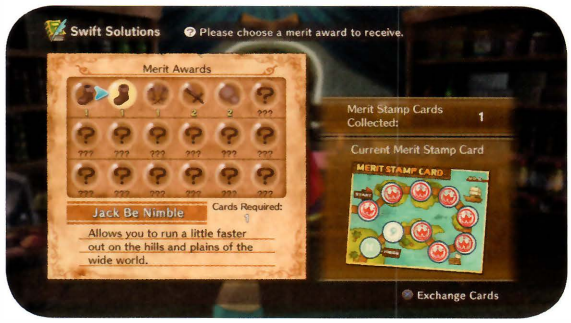
Note

When you use the Errand Board at Swift Solutions, the task name will appear as ??? until you actually speak to the person requesting the errand.

If you completed the first batch of tasks, you should only need to do one of the new tasks to complete a merit stamp card, which you can then redeem at Swift Solutions for your first prize: We suggest the Jack Be Nimble reward, which increases your speed in field areas, making it easier to avoid combat. But if you have your heart set on a two-card item, don't worry; you can get enough stamps from this batch of tasks to get one of those instead! Whatever you do, don't miss the hidden area involved in task 044, which also contains a pair of chests, one of which you can now open to get a defense-boosting badge for your mite.

After completing all the tasks, make sure to visit the final villager who has enthusiasm to spare and take a piece of heart for the road. You never know when some enthusiasm will come in handy, and you won't want to have to backtrack for it.





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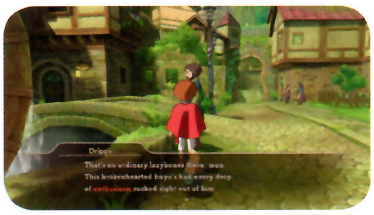
TASK JOURNAL—PART 2

ERRANDS

Task 001—The Procrastinator

A brokenhearted man is staring at the water wheel across from the Cawter-master's store. Restore his enthusiasm with a piece of heart gathered from one of the three enthusiastic villagers in town, two of which can be found in the northern part of the map.

Reward:
Loaves of white bread x3 and 30G.

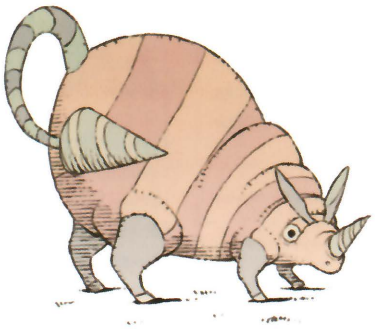


Task 002—The Idle Wife

A brokenhearted woman holding a basket is right outside of Swift Solutions. Restore the washerwoman's enthusiasm with a piece of heart gathered from one of the remaining enthusiastic Ding Dong Dell Dwellers, one of whom is sitting on a bench a few steps away.

Reward:
Bars of chocolate x3, flans x3, and 30G.





Task 044—Forest Folk

Half the challenge of this errand is finding the task-giver, who lives outside of any major settlement. Leave Ding Dong Dell and travel through the valley to the east. At the heart of the deep forest at the eastern rim of the Northern Summerlands area, you'll find a small encampment with a blue chest, a green chest, and a boy who's tired of his home being attacked by rhinobores. Accept the task and leave the area, and you'll see the five rhinobores he's talking about on the world map. At the point at which you unlock this task, you should already be plenty strong enough to beat them, but for an added edge, circle behind the slow-moving creatures to start the battle with a free turn. Also, don't miss the blue chest with a battler's badge in the encampment!

Reward:
Bottles of iced coffee x3 and 50G.



Task 079—Notes from the Hills:

A well-dressed man outside of the inn has dropped his diary...somewhere. You can find it out on the world map; head northwest from Ding Dong Dell, towards the backwards-L-shaped river. There's a small island with two trees at the corner of the L, and you can find the pages by searching between the trees.

Reward:
Giant's tooth and 50G.



BOUNTY HUNTS

Task 087—Travelers' Torment

To find your second bounty hunt, head due west from Ding Dong Dell to a bluff with a giant skeletal rib cage near the river. As in the last bounty hunt, it's best to start the battle against the grumpeafowl and its sleepeafowl friends with your mite's Cut Loose attack, which will help you even the odds.

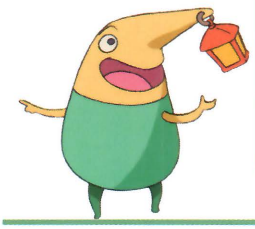
Reward:
Salted ice cream and 80G.



Tip

While you're out completing tasks, why not stop in to the Deep Dark Wood to visit Old Father Oak? Tell him of your adventures and he'll reward you with five milk chocolate bars that will delight your mite. Also, you might as well track down the area's one blue chest and cast the Spring Lock spell to earn a nice creamy flan.





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Golden Grove

Forest of Plenty

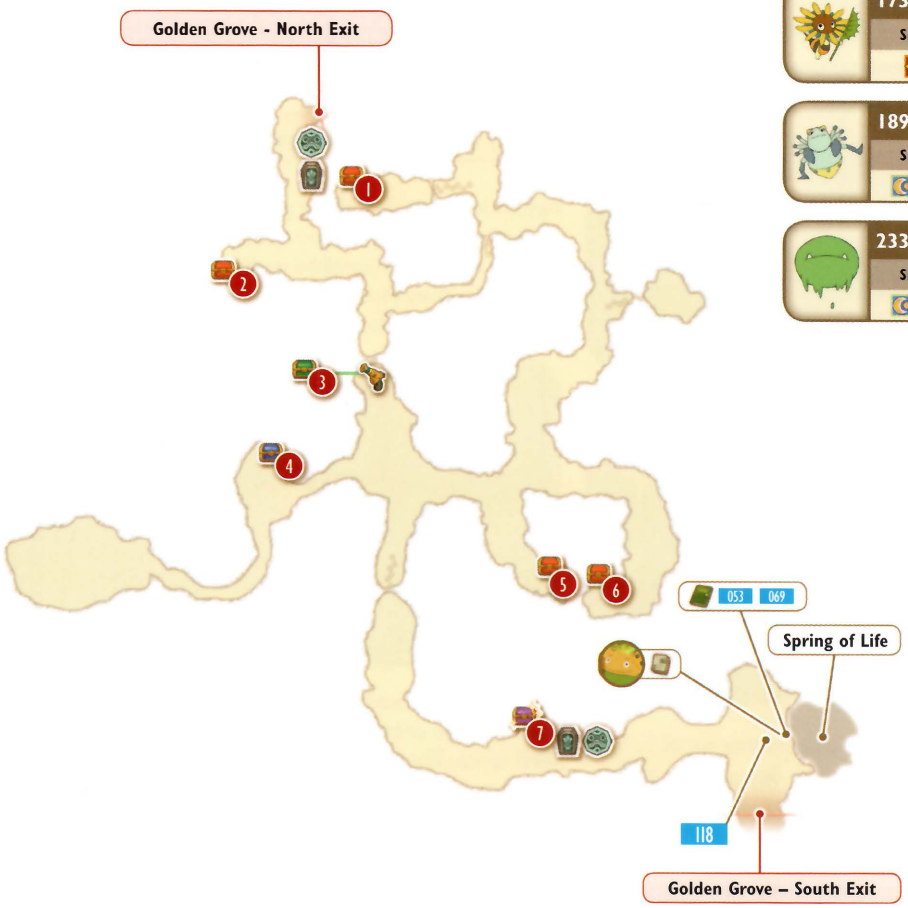
Suggested Level: 10 — x4 x1 x1 x1

Map Legend

- Formula
- Task
- Familiar Retreat
- Chest
- Pickpocket's Pistol Point
- Waystone

Golden Grove Treasures

1. Beast Fangs
2. Sandwich
3. Fairy Chocolate
4. Hoarfrost Harpoon
5. Iced Coffee
6. Sandwich
7. Hocus Focus Gem



Golden Grove Creatures



037 SORE BOAR

SIGN	HP	WEAKNESS	RESISTS
	50	Fire	—



113 TYKE

SIGN	HP	WEAKNESS	RESISTS
	48	Storm	—



169 NAPCAP

SIGN	HP	WEAKNESS	RESISTS
	42	—	Storm

173 WORKER BUMBLER

SIGN	HP	WEAKNESS	RESISTS
	44	Fire	Storm

189 INCY

SIGN	HP	WEAKNESS	RESISTS
	65	Fire	—

233 POM POM

SIGN	HP	WEAKNESS	RESISTS
	53	Fire	Physical

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16 The Wand One Wanted

You'll find the entrance to the Golden Grove southwest of Ding Dong Dell. It's the grove of trees that's, well, golden colored.



In the northern part of the grove take the path to the west at the first intersection to find a chest with a sandwich. Travel back to the intersection and make your way northeast to a series of giant mushrooms. Jump across the set of makeshift stairs and go west to another outcropping of shrooms to acquire the beast fangs in the chest east of the waystone, Make a mental note of the broken robot beside the chest; that will be important later.

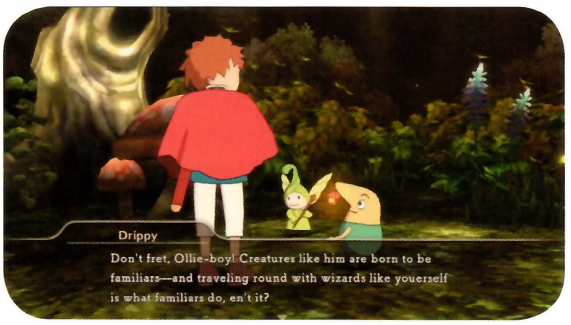




Run back to the east, then south past another set of mushroom platforms, to find a circular detour in the path. The branch to the east has a chest with a sandwich, and the one on the opposite side has an iced coffee. After the brief detour, run towards the clearing in the westernmost part of the map, but be sure to stop along the way to find an alcove with a blue chest that has a hoarfrost harpoon. In the peaceful area of the forest is a tree with a familiar egg. Examine it, and then cast your Rejuvenate spell to hatch it.



The seed sprite inside of the egg goes running off to the east; travel back that way and you'll eventually spot it again. When you do, follow it to the northeast up the mushroom stairs, where it finally joins you and teaches you the Quicken Growth spell.

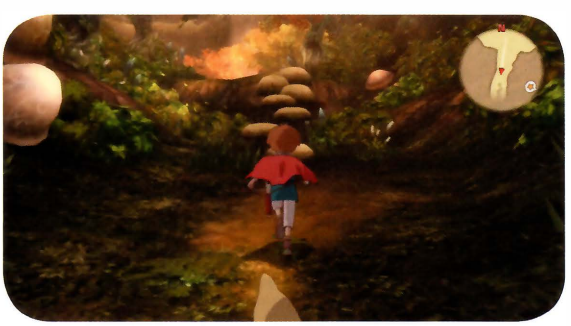


Quicken Growth Spell

Return to the center of the grove, where you first caught up with the seed sprite, and use your Quicken Growth spell on the undernourished mushrooms to the south and north. The ones to the north lead back to the entrance, making a nice shortcut for future trips.



If you haven't already done so, get the hoarfrost harpoon from the blue chest and make sure it is equipped by the seed sprite. The harpoon's water-type attacks won't be useful against anyone in the Golden Grove but will come in handy against certain enemies in the next area of the game. Follow the mushrooms to the south to reach another waystone, followed by the boss of the area.



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Boss: Gladiataur

Guardian of Golden Grove



339 Gladiataur

HP	520	Weakness	Storm	Resists	—
Drop	Spirit of the Glade				
Steal	—				

In the first part of the battle, cast spells from a distance to safely whittle down Gladiataur's HP. However, don't burn through all your magic when your familiars can do a pretty effective job of dealing with the beast by dodging its charging attack and retaliating with a few of their own to its side or back. You'll take a few hits in return, but that's fine; Gladiataur is slow, so you can always run away from him to heal or gather glims.





Just make sure to have Oliver or your mite defend when Gladiataur begins charging up his Everblade attack, which can hit you anywhere on the battlefield.



When you knock off half of Gladiataur's HP bar, he tosses his sword and shield away and gets a big power boost. Now you have to fight a lot more carefully, as failing to defend a special attack like Headlong Rush could be game over, and you might even take double-digit amounts of damage even with a successful defense. So don't wait till you're low on HP to start healing; you never want your HP bar to drop below half! If you've got MP to spare, keep your distance and blast your foe with spells; otherwise, make sure to use your familiars to run and attack from the back and sides.



You won't have to stay in this mode for long, though. When Gladiataur is down to 30 percent of his HP, successfully defend against one of his special attacks, and then Drippy will throw Gladiataur's shield to stun him for several seconds. Your thumbelemur is probably your fastest attacker, so have him get in there to finish the boss off.



Gladiataur

After the battle, cast Rejuvenate on the dried-out spring to unlock another *Wizard's Companion* page, then head south to the Shimmering Sands to locate Al Mamoon.



New Tale of Wonder—The Shepherd-Boy

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Chapter 2 – The Southern Summerlands

Now that you've found a proper magic wand and saved the king of Ding Dong Dell, you're ready to resume your task to become a wizard and find the Great Sage Alicia. Your best hope for achieving both is to speak with Rashaad, one of the other Great Sages who lives in Al Mamoon. Pack some sunscreen: The desert that surrounds Al Mamoon is a an extremely hot and exhausting place.

The Shimmering Sands



Places of Interest

- I Golden Grove
- II Forest Glade
- III Temple of Trials
- IV Al Mamoon
- V Old Smoky
- VI Alchemist's Cave
- VII Castaway Cove



Note

The treasures near Old Smoky (20 and 21) and those by Castaway Cove (25 and 26) can not be acquired until after you complete events in Al Mamoon.

The Shimmering Sands Hidden Treasures

- 15 Spiral Horn
- 16 Glowcaps x2
- 17 Pieces of Shadowglass x2
- 18 Carrot Cakes x2
- 19 100G
- 20 Burning Blade
- 21 Phoenix Feather
- 22 Sturdy Shinbone
- 23 Shinbone Shield
- 24 Hallowed Habit
- 25 Strong Coffee
- 26 Salted Ice Cream
- 27 Noble Attire*
- 28 Firewall Gem*
- 29 Bars of Milk Chocolate x10*
- 30 Breeze Cake*
- 31 Pointy Hat*

*Not yet accessible

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The Shimmering Sands Forage Points

1. Glowcap
2. Shadowglass
3. Bass Bell
4. Jade Marble
5. Baneflower
6. Springwater
7. Glowcap
8. Shadowglass
9. Baneflower
10. Spicy Seed*
11. Spicy Seed*
12. Spicy Seed*
13. Shadowglass
14. Wetstone
15. Rings-a-Bell
16. Shadowglass

* Only accessible during task 048

The Shimmering Sands Creatures (Northern Region)



001 LITTLE BIGHORN

SIGN	HP	WEAKNESS	RESISTS
	104	—	Physical



037 SORE BOAR

SIGN	HP	WEAKNESS	RESISTS
	50	Fire	—



045 CLUBBER CUB

SIGN	HP	WEAKNESS	RESISTS
	70	Storm	—



050 DUMBELEMUR

SIGN	HP	WEAKNESS	RESISTS
	307	—	—



081 CROWHAWK

SIGN	HP	WEAKNESS	RESISTS
	65	Storm	—



105 FLORET

SIGN	HP	WEAKNESS	RESISTS
	70	Water	—



117 TURBANDIT

SIGN	HP	WEAKNESS	RESISTS
	60	Water	Fire



125 SMALL FRY

SIGN	HP	WEAKNESS	RESISTS
	85	Water	Fire



165 GREEN BUNCHER

SIGN	HP	WEAKNESS	RESISTS
	95	Fire	—



167 UNDERRIPE BUNCHER

SIGN	HP	WEAKNESS	RESISTS
	354	Fire	—



225 DINOCEROS

SIGN	HP	WEAKNESS	RESISTS
	341	—	—



229 SUNSHINE

SIGN	HP	WEAKNESS	RESISTS
	82	Water	Fire



230 GRANDSUN

SIGN	HP	WEAKNESS	RESISTS
	298	Water	Fire



257 LIGHTSHADE

SIGN	HP	WEAKNESS	RESISTS
	80	—	—



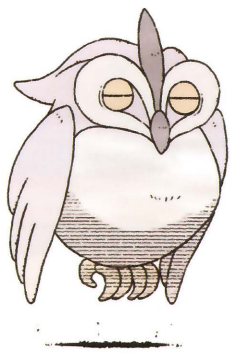
269 BOGGLY-BOO

SIGN	HP	WEAKNESS	RESISTS
	97	Storm	—



285 BONEHEAD

SIGN	HP	WEAKNESS	RESISTS
	75	Storm	Physical





The Shimmering Sands Creatures (Southern Region)



005 PURRLOINER

SIGN	HP	WEAKNESS	RESISTS
	134	Water	—



009 HOG-GOBLIN

SIGN	HP	WEAKNESS	RESISTS
	156	—	—



026 RHINOSNORE

SIGN	HP	WEAKNESS	RESISTS
	140	Water	—



085 WHAMBAT

SIGN	HP	WEAKNESS	RESISTS
	124	—	Storm



101 TU-WHIT

SIGN	HP	WEAKNESS	RESISTS
	134	—	Storm



118 TURBURN

SIGN	HP	WEAKNESS	RESISTS
	165	Water	Fire



137 MONOLITH

SIGN	HP	WEAKNESS	RESISTS
	65	—	Physical



174 DRONE BUMBLER

SIGN	HP	WEAKNESS	RESISTS
	177	Fire	Storm



249 SHONKY-HONKER

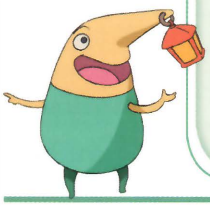
SIGN	HP	WEAKNESS	RESISTS
	141	—	—

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16 The Wand One Wanted (continued)

To reach Al Mamoon, you'll have to cross the Shimmering Sands in the southern part of the Summerlands. We'll cover this area in more depth later; for now, the priority is to rush through it and reach Al Mamoon as quickly as possible. The enemies here are tough, and for reasons that will soon become apparent, it isn't to your advantage to grind for experience or hunt for hidden treasures at this point in the game. Simply make your way southeast to the desert, and continue southeast to reach the green oasis of Al Mamoon.





Tip

You won't be able to avoid fighting entirely, especially against zippy foes like clubber cubs. Fortunately, they usually fight solo, and having your thumbelemur Psyche Up and wield Go Wild! against them can keep them from doing too much damage.



HIDDEN TREASURES IN THE SHIMMERING SANDS

There are several hidden items buried in the Shimmering Sands, but they're difficult to reach, and nothing is going to give your party a significant boost the way the well-worn sword did in the Rolling Hills. But if you're looking for something to do as you explore the area or grind for experience, you could do worse than hunting down a few hidden treasures.

Head west from the Golden Grove, following a thin trail to the coast. Search at the easternmost tip of the continent to turn up another spiral horn.



16

Travel southeast from Golden Grove, and when the grass gives way to desert, turn to the northeast. Search at the end of the desert path to turn up a pair of glowcaps.



17

In the northeast corner of the desert, search near the large dandelions northwest of the two rock formations to find two pieces of shadowglass.



18

There's a tall dune directly southeast of Al Mamoon. Search the giant dandelion-esque plant by the rock formation at its top to turn up two pieces of carrot cake.



19

Head southeast into the desert from the entrance to Old Smoky. You'll pass two small buttes sticking out of the desert. Search the shadowed side of the second butte to find 100G.



20

On the trail to Old Smoky, stop at the first small stream of magma you pass, and search near the part where it looks deepest and brightest to turn up a burning blade.



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21

Follow the river of magma directly east of the entrance to Old Smoky, and search when you hit a dead end to turn up a phoenix feather.



22

The Shimmering Sands desert is bordered by a wall of flat rock plateaus to the south. The enemies up there are tough, so you aren't really supposed to get there yet. But if you really want to, there's a ramp in the grassy region to the south of the desert that will let you get on top of this wall, allowing you to reach one of the two hidden treasures in the plateaus. Head west along the top of the wall, then north to its northernmost rim, and then continue west until you hit the dark mountains of the Old Smoky region. Travel south along those mountains, then make your way through the southwest plateaus. At the west edge of the low plateau north of the ocean, you can dig up a sturdy shinbone. Man, that was a lot of effort for such a simple reward!



23

Enter the wall of rock plateaus southeast of Al Mamoon from a ramp at the northern end. Bear right and travel up the plateaus until you reach the highest one. Search at its southern tip, just north of an inaccessible cave entrance, to find a shinbone shield.



24

Enter the wall of rock plateaus southeast of Al Mamoon from a ramp at the northern end. Bear left as you travel south along the plateaus until you reach a long, grassy ridge. Search at its southern tip to turn up a hallowed habit robe.



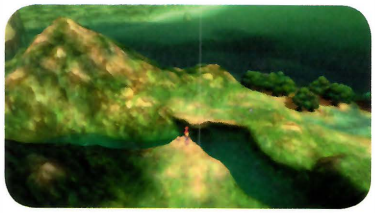
25

Go to the southwest corner of the region outside of Castaway Cove. Stand in the center of the circular plateau overlooking the region and search to dig up a strong coffee.



26

Use the Bridge spell to cross over to the peninsula east of Castaway Cove. Travel along its eastern coast to the wooded region in the south. There's a clearing between the trees on its west beach where you can dig up two salted ice cream cones.





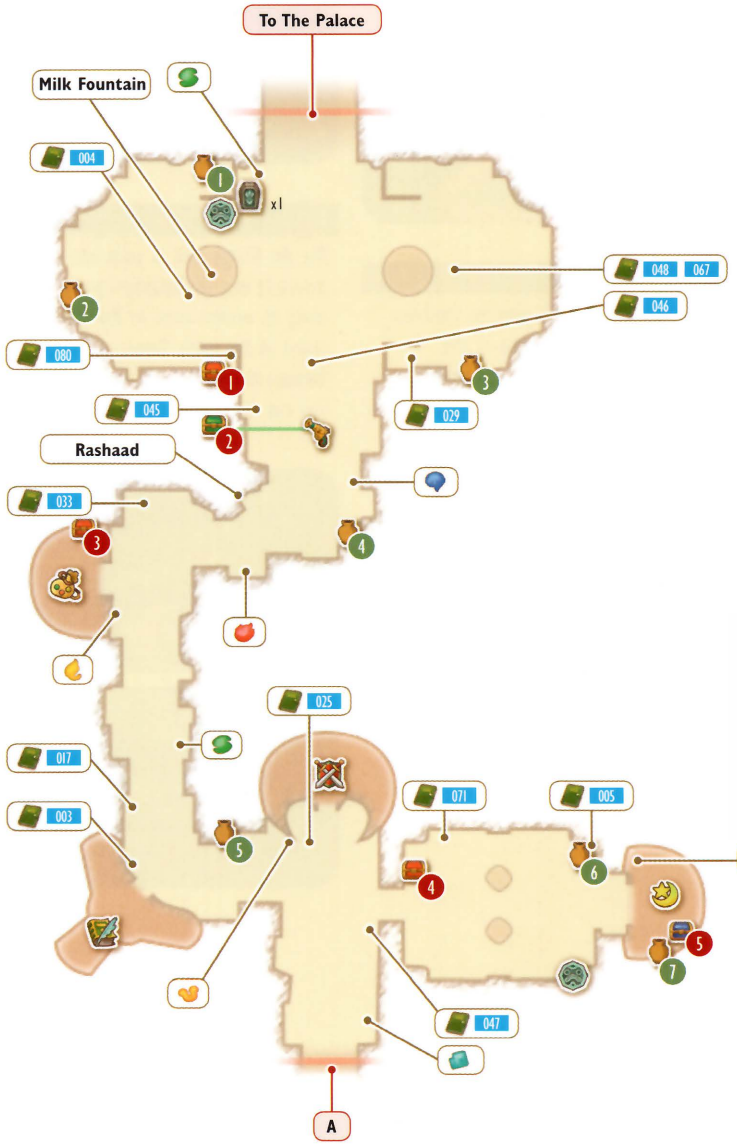


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Al Mamoon

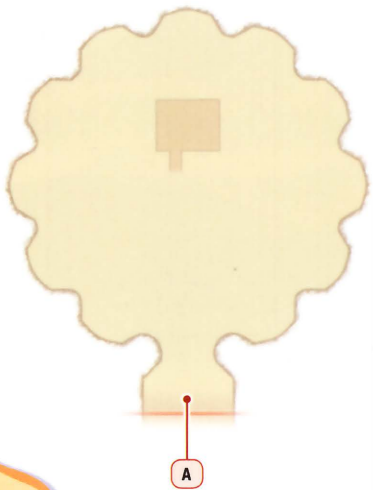
Court of the Cowlipha

Suggested Level: 12 | x3 | x1 | x1 | x0



Map Legend

- Hootique/Peddler
- Cat's Cradle
- Swift Solutions
- Chest
- Pot
- Task
- Pickpocket's Pistol Point
- Cawtermaster
- Familiar Retreat
- Enthusiasm
- Restraint
- Ambition
- Kindness
- Courage
- Confidence



Treasures (Chests)

1. 50G
2. Ruby Ripple Ice Cream
3. Sandwich
4. Loaves of White Bread x3
5. Strong Coffee

Treasures (Pots)

1. White Bread
2. Sour Sundae
3. Poison-Be-Gone
4. Blindness-Be-Gone
5. 10G (50%), 15G (30%) or 20G (20%)
6. White Bread
7. Salted Ice Cream

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The Hootique

Provisions

ITEM	COST
White Bread	20G
Iced Coffee	200G
Phoenix Feather	500G
Poison-Be-Gone	20G
Blindness-Be-Gone	40G
Sleep-Be-Gone	40G
Curse-Be-Gone	40G

Treats

ITEM	COST
Chocolate	20G
Flan	20G
Cake	20G
Sundae	20G
Pie	20G
Ice Cream	20G

Ingredients

ITEM	COST
Dumpty Egg	50G
Crispy Lettuce	50G
Crunchy Carrot	50G
Tender Beef	60G
Babanas	100G
Creamy Milk	100G
Yogurt	50G
Fluffy Rice	150G

Cawtermaster

Weapons

ITEM	COST
Bone Sword	3200G
Flint Dagger	240G
Flint Spear	300G
Woodcutter's Ax	520G
Wooden Mallet	440G
Crude Claws	280G

Armor

ITEM	COST
Rugged Armor	280G
Merchant's Garb	130G
Mist Robes	150G
Snakeskin Cloak	100G
Leather Shield	260G

Accessories

ITEM	COST
Sturdy Scale	400G
Bravado Badge	400G
Braggart's Badge	400G
Battler's Badge	400G
Adamant Badge	400G





Tip

The chests of Al Mamoon are a little disappointing compared to some high-grade treats in the pots. Don't miss the sour sundae in the northwest part of town and some salted ice cream in the inn. Sadly, these high-grade items don't grow back the way other pot contents do.

17 Al Mamoon

You'll arrive in Al Mamoon to find a bustling city full of pots and chests to raid, new items to buy, and tasks to pursue. Several errands (tasks 033, 045, and 046) can all be accepted at this point, but only task 033 can be completed quickly—it's best to hold off on the other two until you've advanced the story a bit. To get your story quest rolling, talk to Rashaad at his babana stand on a corner of the town's main street. When you meet him, he seems underwhelming, but there is a good reason for his lackluster attitude. His daughter is the source of his woes, and it quickly becomes apparent that the solution to his problems lies not in this world, but back in Motorville.





18 Rashaad and Esther

After speaking with Rashaad and staying at the local Cat's Cradle inn (earning yourself a few *Wizard's Companion* pages as a check-in bonus), cast the Gateway spell to return to Motorville.

Regions of the World

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Motorville

This time, you're looking for the blonde girl you saw peeking out of her window (called Starry Mary by Phil) at the beginning of the game. Her house is to the south, and a chance encounter on her street will help to fill in some of the details about who she is and what you're doing here.

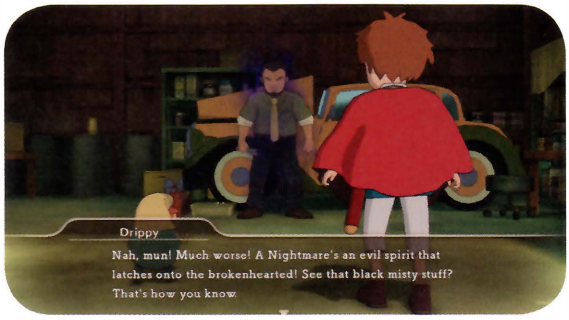


Use your Spring Lock spell to open the girl's front door... Or at least, try it and fail due to some powerful magic. When that doesn't work, head west down her street, where you run into Pea. Once Pea gets the door open, go inside and talk to Myrtle. Unfortunately the little girl is not much help in resolving the situation. It's time to speak to her father, who seems to be at the heart of all this trouble. After speaking with her, go to Rusty's Auto Repair in the southeast corner of town. Save your game outside the door—Motorville isn't as safe as you may believe it to be.

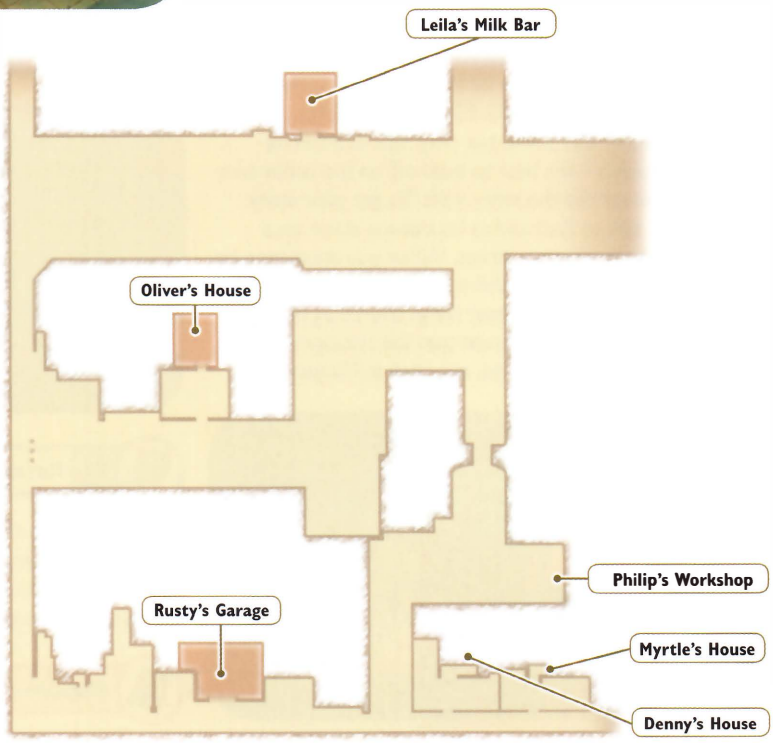




Your conversation with Rusty begins unpleasantly and ends much worse. The crazy look in his eyes, his curt treatment of his wife, and the ominous black mist emitting from his body are a pretty clear set of signals that something is seriously wrong. Rusty is not simply brokenhearted, as you have seen before. Something far more serious is affecting him, and Oliver is about to become locked in battle with the Nightmare that has possessed Rusty's very soul.







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Boss: Rusty's Nightmare

Void of Kindness



341 Rusty's Nightmare

HP	520	Weakness	Light	Resists	Darkness
Drop	—				
Steal	—				

This is a pretty tricky fight; the ability of Rusty's Nightmare to spray waves of poison with its Foul Fumes move makes it difficult for your familiars to deal damage without taking a ton of damage in return. Also, the purple pools of poison tend to linger and should be avoided at all costs.



It's easier just to play as Oliver, staying far out of poison range and blasting the Nightmare with Frostbite spells. But this strategy requires an ample stock of expensive MP-restoring coffee items, so if you don't have enough to spare, have your familiars do the attacking and switch to spell-casting only when the Nightmare's Hard Heart move sticks Oliver's team with the blindness condition (blindness doesn't affect the casting of spells).



Hard Heart takes a while to cast, so you should have plenty of time to defend against it or attempt a well-timed attack to cancel the move and possibly stun the Nightmare. The odds of pulling off a stun are fairly low, however, so consider this a high-risk, high-reward strategy. When in doubt, simply block this attack and collect any fallen glims to recharge.



A Debt of Kindness

You may have cleansed the darkness from Rusty's soul, but there's still something missing inside him. Use your Take Heart spell to fill your Locket with kindness from Rusty's wife, Betty, and the Give Heart spell to transfer it to Rusty.



Once that mends his broken heart, return to Myrtle at her home to share the good news. There, a sudden burst of courage on Myrtle's part gives you an opportunity to collect yet another new type of piece of heart. That concludes your business in Motorville, so use the Gateway spell to return to Al Mamoon and see how your good deeds have reverberated throughout the other world.



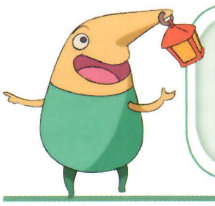
Back at the babana stand, there's lots of news and all of it's good. Esther and her familiar, a drongo, will join Oliver's party, and Rashaad agrees to personally escort you to the Temple of Trials. (He is not a controllable party member, however.) Rashaad also gives you several new spells: Puppet String, Secret Ingredient, Magic Lamp, and Pulse. Quite a haul!





Before we run off to the Temple of Trials, let's take care of some business in town, complete some errands, and buy your drongo some gear. Errands 004, 005, 048, and 090 can now be added to your journal (even though you can't complete some of them yet), and you can fill your Locket with doses of kindness and courage from the people of Al Mamoon.

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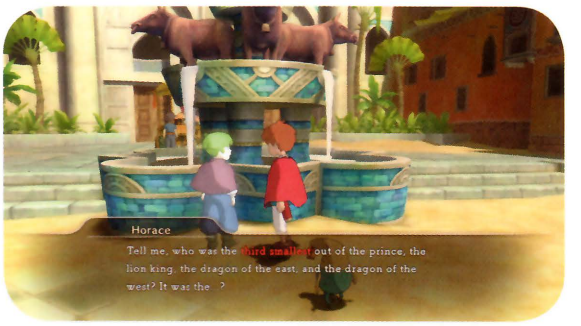


Tip

Horace is waiting at the east fountain at the northern part of the map. When you use your Spirit Medium spell to communicate with him, Horace unlocks a page from chapter 6 of *The Wizard's Companion* and expects you to read the story it contains. Enter the correct answer to his reading comprehension quiz, Dragon of the West, and Horace will reward you with the Draw Poison spell. (If you miss it, you can keep trying until you get the right answer.)

New Tale of Wonder—
The Cowardly Prince and the Lion

Draw Poison Spell



TASK JOURNAL—PART 3

There are plenty of errands to perform in Al Mamoon, and half of them can be completed with ease. On the other hand, the rest provide a great opportunity to explore the Shimmering Sands and level-up your new party members. Once you've accepted all the errands and done all that you can to advance them in town, head outside to battle the 10 boneheads (for task 046) and complete a bounty hunt or two. However, you won't be able to forage all the spices near the volcano (task 048) or return to the Golden Grove (task 045) while Rashaad is with your party.

ERRANDS

Task 003—The Sheikh of Spice

This errand appears as part of another errand (see task 048).

Reward:
Sandwiches x2 and 100G.



Task 004—An Overdue Loan

In the northern part of town, a boy by the western fountain is enmeshed in a drama of childhood cruelty and stolen picture books. To resolve the situation, forage some kindness from a man near the babana stand and share it with the boy back at the fountain.

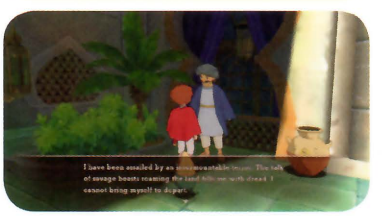
Reward:
Cups of strong coffee x2 and 100G.



Task 005—Ice Cream Dreams

The ice cream vendor outside of the inn needs a little courage to get his business up and running. You can find all the courage you need from a woman a few steps north of the local Swift Solutions.

Reward:
Carrot cakes x3 and 100G.



Task 033—A Half-Hearted Hubby

The man at the corner between the Hootique and Rashaad's babana stand needs a shot of enthusiasm. If you remembered to bring some from Ding Dong Dell, you can cure him now and save the one enthusiasm-bearer in Al Mamoon (who is a few steps to the east) for task 048.

Reward:
Blindness-be-gone and 100G.



Task 045—A Lover's Lunch Basket

The husband of the woman north of Rashaad's babana stand forgot his lunchbox, and she wants you to make the delivery. Unfortunately, her husband works all the way back in Golden Grove. Once you and Rashaad have parted ways, head back to the grove and hop down the mushroom stairway past the waypoint. Head straight east from there, passing the passages to the north and south to find him. The husband gives you a message for his wife and sends you back to Al Mamoon.

Reward:
Glowcaps x3 and 200G.





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Task 046—Bothersome Boneheads

North of the babana stand, a hefty middle-aged woman is having problems that can only be solved by Oliver's team hunting down and defeating 10 of the bonehead creatures that are meandering around outside of town. This task offers a fine opportunity to earn some experience for your team and collect a nice reward.

Reward:
Bone sword and 200G.



Task 048—The King of Curries

Raj, the owner of the Raj Mahal curry stand in the northeast part of town needs ingredients for an ancient recipe. The tender beef and fluffy rice are no big deal; they can both be purchased at the local Hootique. To get the spice, head down towards Swift Solutions and speak to the Sheikh of Spices with the yellow turban who is standing outside of the shop. Give him your last shot of enthusiasm (taken from an Al Mamoon pedestrian near the babana stand) to complete task 003 for the spice-maker. His enthusiasm restored, the spice-maker presents you with his own list of ingredients: spicy seeds (which can be foraged from three foraging points near the volcano to the southwest) and a turmeric root (which is dropped by an enemy known as a lumberwood). To make the lumberwood appear, you need to go to Swift Solutions and sign up for bounty hunt 088. Bring those ingredients back to the Sheikh of Spices, and he'll make your spices. Bring the spices, the beef, and the rice back to Raj at the Raj Mahal currey stand to complete the task. In addition to the task rewards, he'll throw in a free sample and allow you to buy more tikka mahala curry at his kiosk whenever you like.

Reward:
Bowls of tikka mahala x5 and 200G.





Task 071—Desert Creatures

After you complete the Temple of Trials, Derwin the researcher in the section of town outside of the inn asks for your help with his familiar research. Specifically, he wants to see green buncher and turbandit familiars, both of which can be found in the desert outside of town. It may take several tries before you're able to catch them, but the rewards are worth the trouble. Note that both familiars have to be in your party or your reserves (but not in the Familiar Retreat) to complete the task.

Reward
Stardrop, moondrop, and 500G.



BOUNTY HUNTS

Task 088—A Precious Root

(See task 048 for details on how to unlock this bounty hunt.) Your lumberwood target in this task is found just west of the entrance to the Golden Grove, on the ridge by the twinkling forage point. It fights alone, so you can beat it easily by having your thumbelemur Go Wild! or by repeatedly casting the Pulse spell. Once defeated, it drops the turmeric root needed for task 048.

Reward:
Bars of milk chocolate x5 and 200G.



Task 089—A Duel in the Desert

The bone brigadier can be found wandering in the valley just west of the Temple of Trials. Your target and its lower-level comrades are resistant to physical attacks but can be damaged with spells or elemental-type attacks, particularly your drongo's Thunderspark trick.

Reward:
Shinbone shield and 200G.

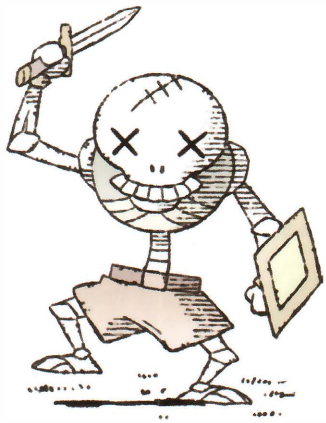


Task 090—Babana Thief

An adamantiger prowls the eastern rim of the desert and is much tougher than your previous bounty hunt targets. But since it fights alone, if you reach it with a full supply of MP you can beat it by having Oliver run around and repeatedly cast the Pulse spell to both deal damage and keep the adamantiger off-balance and unable to retaliate.

Reward:
Flame robes and 300G.

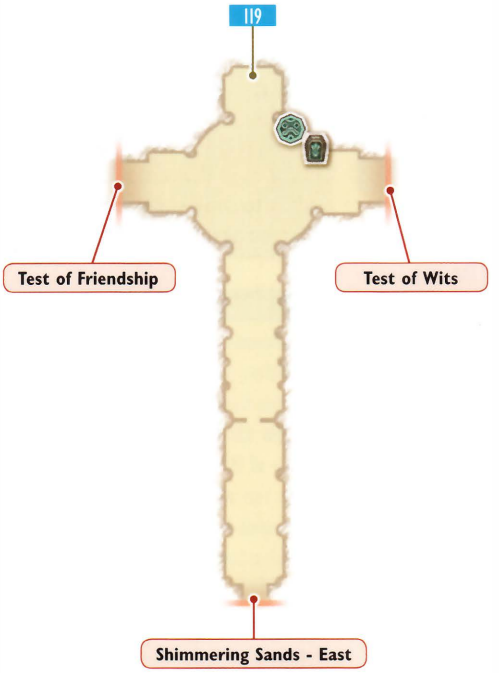




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The Temple of Trials

Proving Ground of the Sages Suggested Level: 14 x0 x0 x0 x0



Map Legend

- Familiar Retreat
- Waystone

19 The Temple of Trials

The Temple of Trials is northeast of Al Mamoon, and you won't need to walk for long to reach it. If you haven't done any grinding before you set out for the temple, make sure to do some now; you want to be comfortable with the process of giving orders and switching between your party leaders before you reach the temple. (And of course, gaining a few levels never hurts.) When you cross the valley outside of the temple, you trigger an event scene in which you receive a page of *The Wizard's Companion*.

New Tale of Wonder—My Other Self

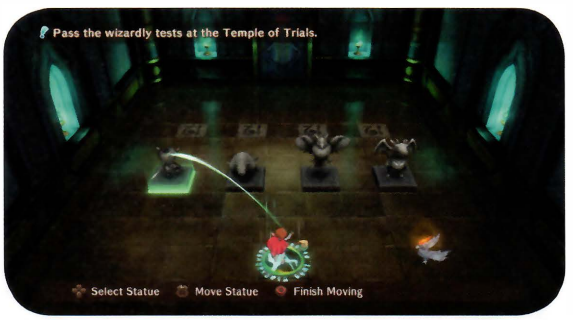


The Temple of Trials isn't a traditional area. Instead, Sage Solomon and his assistant, Umbopa, offer you a choice of two trials, the Test of Wits and the Test of Friendship, both of which must be completed before you're given the opportunity to challenge the Test of Strength. Speak to Umbopa for a full explanation of the trials.



The Test of Wits

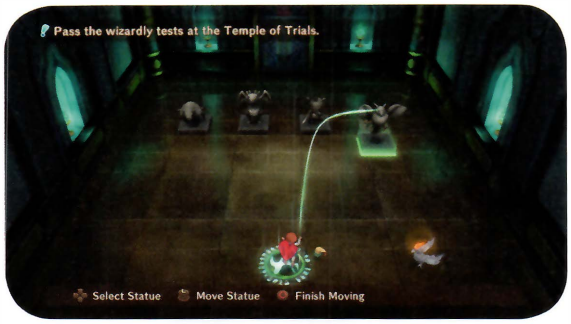
The Test of Wits consists of three puzzle rooms that involve the careful placement of blocks or statues. Speak to the statue (the trial monitor) near the entrance to get hints as to how to proceed, then move Oliver onto the patterned tile at the lower part of the room and have him cast his Puppet Strings spell. Puppet Strings will lock onto whatever elements of the puzzle can be moved; you can switch between them with the directional buttons and move them with the left analog stick. With a little bit of reasoning, the hints will tell you everything you need to know to solve the puzzles, so don't read the solutions here until you've tried each puzzle yourself!



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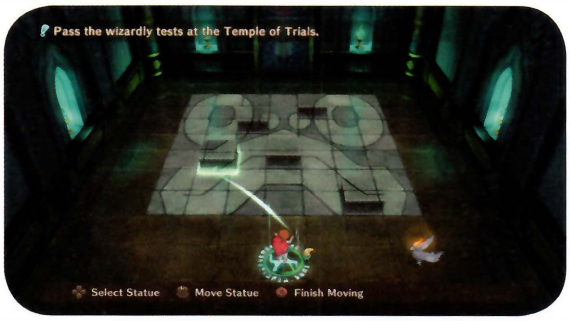
ROOM 1

Solution: Arrange the puzzle pieces in this order (from left to right): beast, dragon, warrior, bird.



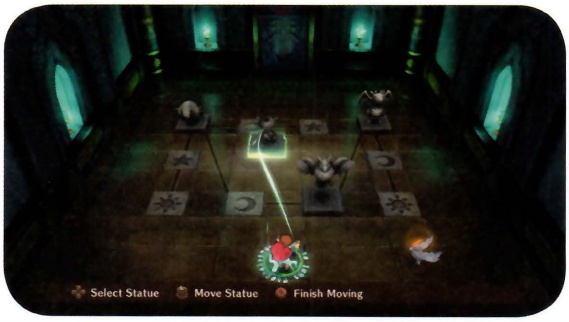
ROOM 2

Solution: In this puzzle, you need to move the blocks so that they blend into the appropriate pieces of the strange face from the perspective of the game camera. From left to right, place the first block at the center of the strange mouth (just under its nostrils), the second block on the upper part of the right eye, the third block on the lower-right part of the mouth, the fourth block on the right side of the left eye, and the fifth block on the left side of the mouth.



ROOM 3

Solution: Arrange the pieces as follows. Put the beast atop the sun mark in the upper-left corner, the warrior on the moon mark to the right of the beast, the dragon on the sun mark in the upper-right corner, and the bird on the star mark that's third from the left in the lowest row.

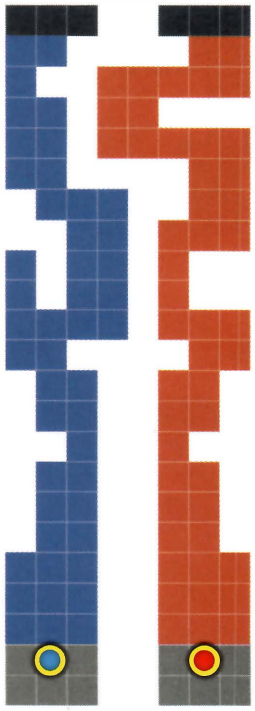


The Test of Friendship

The Test of Friendship tests Oliver and Esther's ability to cooperate, as well as your level of skill at controlling both at once. You control Oliver with the left analog stick and Esther with the right analog stick, and must guide both down a series of slim platforms without falling off. This test is broken up into three segments, and if you fail, you'll return to the start of the current segment without any penalty (you won't take damage or lose money).

To get started, position each character on the round switch to activate the maze. You have to move fairly quickly, since the platform segments disappear a few seconds after they appear, but don't run too close to the front or you may be thrown off when the platforms take a sudden turn to the left or right instead of continuing straight. It might be difficult to move both sticks simultaneously, especially when navigating around corners. If you find it tough to control Oliver and Esther together, alternate moving them in short bursts.

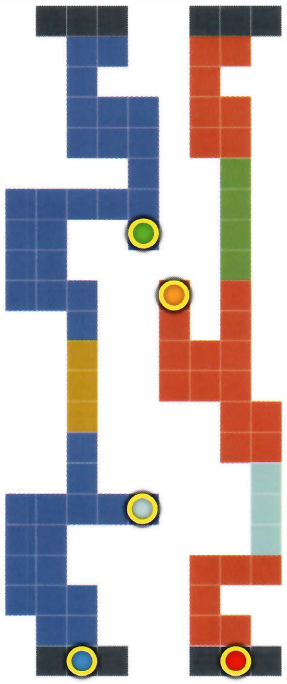
START





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In the second segment, each character needs to hit switches to make the other character's platforms appear. The key to completing this section is that once the platforms appear, the character is free to move off the switch and progress down his or her path. For example, after Esther completes a vertical bridge for Oliver, have her run to the opposite side, ready to cross the next set of green platforms when Oliver hits his switch.

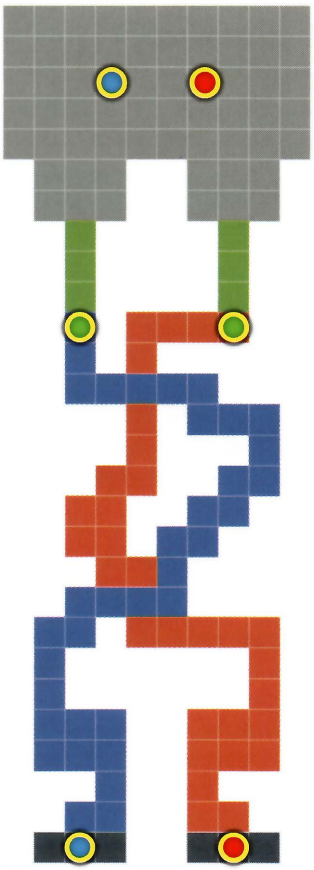


START

SWITCHES



The third segment is much like the second segment, but the character's paths now overlap, so at times Oliver will be on the right side of the screen and Esther on the left. If this becomes confusing, switch to alternating between them. You should have enough time to alternate control during the twisty parts provided you have both running together during the straightaways.



START/END

SWITCHES



The Test of Strength

Heal up and save the game before you challenge the Test of Strength, which is—as you may have guessed—a fairly tough boss fight. The Supreme Sage will raise a door from the floor, opening up the Solosseum. For now the goal is to pass the last test, but later in the game you can return to the Solosseum, which is an arena where wizards can battle in relative safety for rank and prizes.



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Boss: Bashura

Final Test of the Temple of Trials



342 Bashura

HP	870	Weakness	Water	Resists	Fire
Drop	Proof of Strength				
Steal	—				

The trick to this battle is positioning; Bashura will always attack the character you are not controlling, usually positioning his shielded back towards the character you are controlling. It's important to switch leaders frequently—that way his previous target will have a chance to use healing spells or recovery items, and you can force him to waste time by moving between Oliver and Esther.



Make sure to block or evade his special attacks, like Mind Over Matter and Devastation, to avoid heavy damage and get a chance for extra glims.



Try to position your attacking familiars to the side of Bashura, where they'll be able to clear his shielded back but won't be vulnerable to his forward-focused attacks. If you're able to risk the HP, attack while Bashura readies his special attacks in the hope of pulling off a cancel that will leave him vulnerable to follow-up strikes.



Parting Gifts

After besting Bashura, Sage Solomon rewards Oliver with the Bridge and Broom Broom spells, and grants a Heart-Winning Harp to Esther. That latter item is particularly important, since it allows Esther to tame wild creatures and convert them into familiars. To give you an opportunity to try out this move, Sage Solomon arranges a battle with three of his pets—a shonky-honker, a boggly-boo, and a naiad—and whichever one you choose to capture is yours to keep. The shonky-honker is a support player that won't be too powerful in the short term but can ultimately metamorphose into a strong familiar with multiple attacks that can damage all of the foes on the battlefield—a rare and valuable asset. The boggly-boo is a powerful but frail attacker who learns a variety of elemental-type abilities that you can use to exploit enemy weaknesses. Finally, the naiad is an excellent healer who lacks offensive power but is excellent at recovering lost HP and curing status conditions.

Bridge and Broom Broom Spells



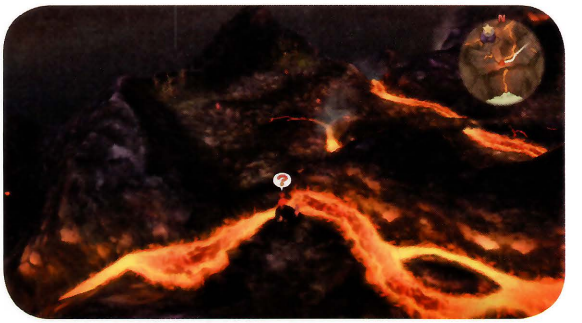
Once you've made your choice, talk to Umbopa to begin the battle. Attack your chosen creature until it falls, and then have Esther serenade it to win it over to your cause. (Note that recruiting wild creatures won't be so easy; most simply disappear when defeated and only rarely present such recruitment opportunities.)



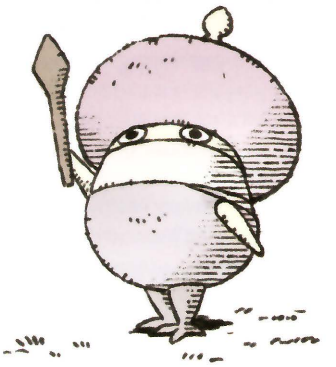
Sage Solomon isn't done with you yet. He also teaches you about the Familiar Retreat, where you can store your extra familiars. He also explains how familiar metamorphosis works, and to demonstrate the lesson, he gives you a sundrop that you can feed to your mite (as you would any other treat) to metamorphose it into a mighty mite. This resets it to level 1, which means your mite will be a lot weaker than it used to be. However, your mighty mite will ultimately grow into better stats, learn more abilities, and get more slots to equip them, so metamorphosis is well worth the trouble.

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As you leave the temple and make your way back to the Shimmering Sands, Old Smoky rumbles in an ominous manner. Investigating that is your next objective, but first you may want to return to Al Mamoon to heal up, buy equipment, and accept a new errand (task 071) that involves capturing two local creatures: a green buncher and a turbandit. Catch a sunshine while you're at it, as you'll need one for a future errand. You should also be strong enough to easily handle the creatures that roam the desert, so now is a fine time to complete your bounty hunts and search for some of the area's hidden treasures.

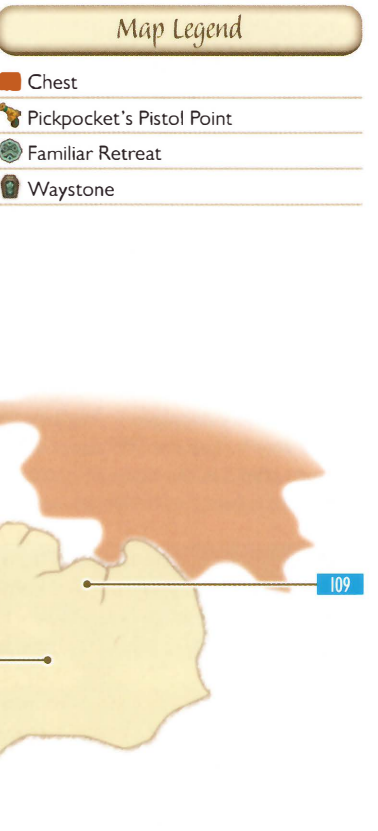


Old Smoky

The Molten Mountain

Suggested Level: 10 — ×6 ×1 ×1 ×1





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Old Smoky Treasures

1. Cloud Cover
2. Strong Coffee
3. Pixie Dew
4. Burning Blade
5. Flame Robes
6. Sandwich
7. Phoenix Feather
8. Moondrop
9. Spire of Fire Gem

Old Smoky Creatures



001	LITTLE BIGHORN		
SIGN	HP	WEAKNESS	RESISTS
	104	—	Physical



126	DEEP FRY		
SIGN	HP	WEAKNESS	RESISTS
	93	Water	Fire



261	SHRIMPALER		
SIGN	HP	WEAKNESS	RESISTS
	121	Storm	—



022	RUFFIAN		
SIGN	HP	WEAKNESS	RESISTS
	107	Water	Fire



241	HULLABALLOON		
SIGN	HP	WEAKNESS	RESISTS
	125	—	Storm



269	BOGGLY-BOO		
SIGN	HP	WEAKNESS	RESISTS
	97	Storm	—

20 On Top of Old Smoky

Make your way west from Al Mamoon to the scorched trail that leads to the base of Old Smoky. Make sure to pick up hidden treasures 20 and 21 while you trek up the volcano. The enemies in this region of the Shimmering Sands tend to be vulnerable to water, so water-type weapons and spells will prove very effective as you battle your way through. When you reach a dead end on a precipice over a river of magma, cast the Bridge spell you received from Solomon to make a path across.



The Base of Old Smoky

The southern part of Old Smoky is a fairly conventional dangerous place, with a few dead ends that hold treasure chests and plenty of creatures wandering around. Surprisingly, only the ruffian and deep fry are weak to water, while the shrimpaler and boggly-boo share a weakness to wind-type attacks. This makes your drongo a potential MVP, as you can fill its command slots with both Bubble Bath and Thunderspark attacks, ensuring that you're almost always able to blast one foe out of the battle as soon as it begins. Make sure the character you aren't playing has been set to attack the foe with the lowest HP, so that even if your target does survive, your partner will quickly finish it off.



From the entrance of the dangerous area you can head north to find another broken-down robot (make a mental note of that). To the east is the first red chest, which holds a moondrop. You can use that to metamorphose your drongo, but you may not want to do so immediately. This area is actually packed with drops; deep fries drop stardrops (which can metamorphose thumbelemurs), and ruffians and shrimpalers both drop planetdrops, so after a few minutes spent on Old Smoky you should be able to metamorphose anyone who's capable of it. The problem is, this is a tough dangerous area with a tough boss, and if you revert all your best fighters to level 1, you could find yourself in serious trouble. Metamorphose one at most, and save the rest for when you're back in the Shimmering Sands.



There's a purple chest south of the moondrop, but since you can't open that, head north instead, following along the west wall so you don't miss the passage that leads to three more treasure chests. One contains a set of flame robes, and the 30 percent resistance they confer to the wearer should prove useful for protecting a vulnerable familiar.

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From there, head east along the river of magma, and then walk southeast around the rim of the mountain hugging the eastern wall. Make sure to grab the burning blade from the red chest at the end of the path before you cross the natural bridge over the magma river. The burning blade makes the standard attacks of its wielder deal fire-type damage, which is advantageous against no one here and a liability against deep fries, ruffians, and the boss of this area. So keep it in your inventory for now, but don't forget to equip it after you leave the area.

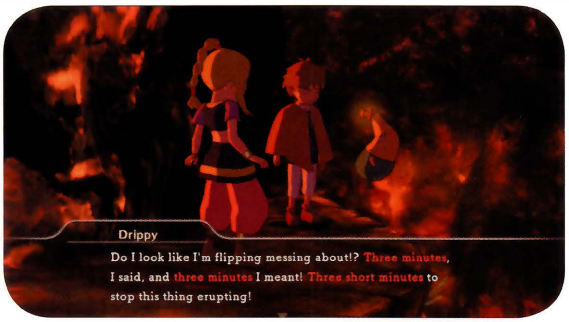


The Summit of Old Smoky

After crossing the magma river, loop around to the west to reach a waystone, where you'll definitely want to save your game. Shortly to the north, the path is split by a giant rock wall, with the left path leading to a cavern with an unopenable green chest. Ignore that for now, and follow the thinner path that runs along the river of lava. When the path dead-ends at the bank of the river, use your Frostbite spell to cool the rock in the center of the stream. You can then jump across it.



On the opposite bank, Drippy sounds an urgent warning: You have only three minutes before Old Smoky erupts! He's not kidding; when the timer on the screen hits zero, it's game over. (The timer pauses for combat, however, so don't feel the need to avoid foes. In fact, it's often quicker just to fight them.) Three minutes is plenty of time to reach the end, but if you miss a turn or get greedy with the treasure chests, you could very easily meet your end here. If you are very efficient, it is possible to reach the two red chests and make it to the peak, but it is a close call. Fortunately, the timer stops when you reach a certain point near the top, and you can then go back and get any chest that you might have missed before fighting the boss. So if you make a wrong turn or get lost, skip the chests for the moment and focus on reaching the next waypoint instead.



Just after the countdown begins, you find yourself on a thin rim around the edge of the mountain, where jets of burning steam blast out through the rock. These jets won't physically damage you, although they will stun Oliver briefly. Still, if a jet has only started to expel its air, it's quicker to walk through it than it is to wait. After the wall crawl, a pathway rises up to the left to end at a red chest that contains…a strong coffee? Is that really worth risking life and limb for?



Travel west along the north rim of the mountain, then south until the path hits a dead end. Quickly look to your left (north) to spot another rock in the magma stream. Once again, use the Frostbite spell to proceed. On the other side, keep left at the fork to reach the second chest, which contains a cloud cover cape, which is a pretty sweet find. However, if you don't have at least 45 seconds on the clock, skip it for now, but make sure to come back for it. For the final stretch of Old Smoky, travel due south, traversing another thin rim lined with steam jets. At the end of that stretch, Drippy stops the counter right before a waystone. You can now go back for any treasures you missed or continue south to the boss.



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Boss: Moltaan

Lord of Lava



344 Moltaan

HP	1,375	Weakness	Water	Resists	Fire
Drop	Spirit of the Flame				
Steal	—				

The strategy for this boss battle is very clear-cut: Attack its tail! You can't specifically target its tail, but if you attack it from behind, your hits will usually land there. Moltaan's tail is a weak point that causes the creature to fall stunned after absorbing a certain amount of damage. As an added incentive, attacking from behind is also the perfect position from which to avoid its Blazing Breath and usually its Tail Flail and attacks.



However, there's no avoiding Moltaan's powerful Volcanic Roar move; try to keep its head in sight so you can guard as soon as it begins to cast it. This is a devastating move that drains HP even if you block, but failing to do so can end your game if you're short on life.



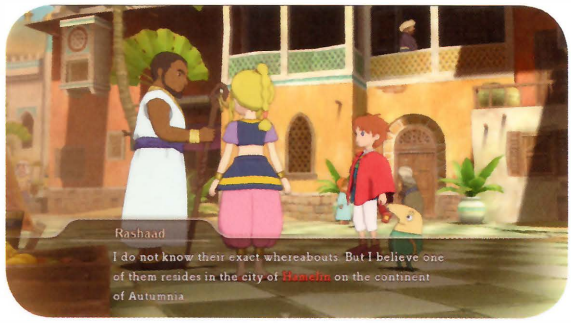
The Blazing Breath move can only hit targets directly in front of Moltaan, but the flames it sprays stay behind and keep a chunk of the battlefield ablaze. If Moltaan turns around so that its tail is in the fire, give your attackers a rest and switch to spell-casting, using Frostbite as Oliver or the Bubble Bath trick as your drongo. Defeating Moltaan earns you the Spirit of the Flame important item and another page of The *Wizard's Companion*.



Moltaan

Esther's Triumphant Homecoming

After you defeat the boss, a blue warp circle appears in the boss area, which you can use to return to the entrance of the area. From there, it's an easy hike back to Al Mamoon, where Rashaad is waiting to debrief you. He points you to your next destination, a port town to the south known as Castaway Cove, where you may be able to catch a ship to the continent of Autumnia, which is home to the Great Sage of Hamelin. But before you go running off to Castaway Cove, head to Swift Solutions to sign up for a new pair of bounty hunts (tasks 091 and 092) and get a lead on the newly available errand, task 080.





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The creatures are tough in the Bayous area, and you have some difficult boss battles ahead. These post-Old Smoky tasks in Al Mamoon provide a fine opportunity to train your troops and acquire high-level supplies.

ERRANDS

Task 080—Notes from a Volcano

The rich man who lost his notes outside of Ding Dong Dell has made his way to Al Mamoon, and is now hanging out south of the cow fountain in the western part of town. He's lost his notes again, on the overworld path that leads to Old Smoky. You can find them by searching the large tree west of the second wide crack in the trail, southeast of the first river of magma.

Reward: 👑👑👑
Hallowed habit and 200G.



BOUNTY HUNTS

Task 091—Merchants' Menace

This battle is quite a bit tougher than task 092; it's best to have a team that's at or near level 20 before you take it on. Travel north from Castaway Cove to what appears on your map to be a thin bridge to the neighboring landmass. That bridge doesn't exist yet, but you can make one with the Bridge spell. Cross it and travel a short distance to the southwest to where the gobfather you're hunting is wandering around a swampy field. The gobfather has two minions, and your first priority is to even the odds by blasting one of the enemies out of the battlefield with a flurry of spells. Once it's two-on-two, you'll have a lot more time for healing as you whittle down the remaining two.

Reward: 👑👑👑
Fishburgers x4 and 400G.

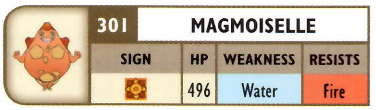


Task 092—Magmadness

This bounty hunt–exclusive creature can be found in the southern part of the Old Smoky area. To find her, simply head due north from the entrance, towards the clearing with the broken robot. Your target is a powerful and resilient creature, but she's slow and relies primarily on physical attacks. Your best bet is to alternate between your drongo and Oliver, and have them cast Frostbite or use water tricks over their shoulders as they continuously run away. Your target does have an extremely powerful long-range fireball attack, so be ready to defend against it or just keep your HP high enough that it's survivable.

Reward: 👑👑👑👑👑
Fire seal and 600G.





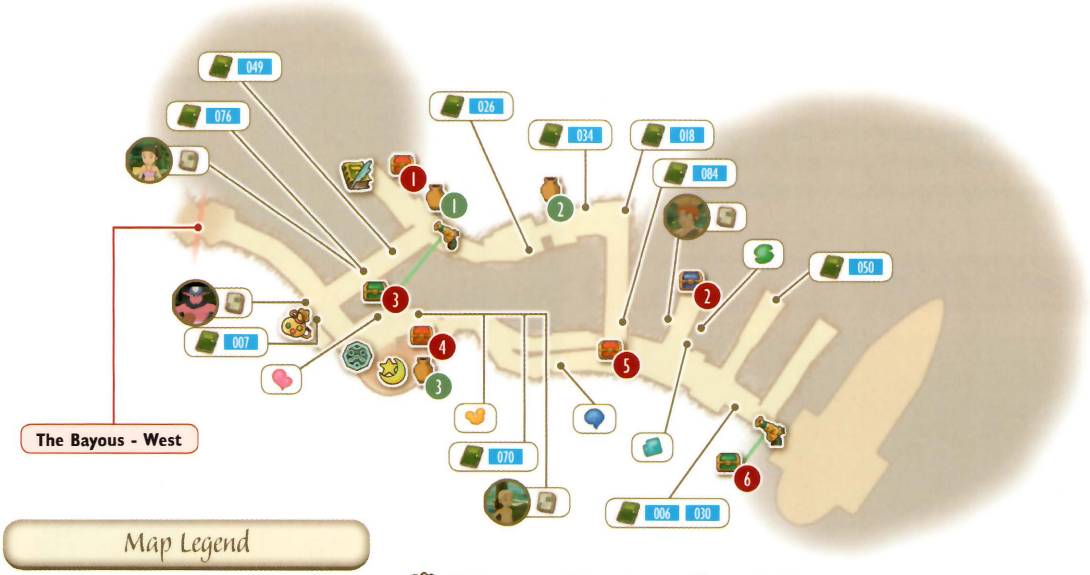
301	MAGMOISELLE		
SIGN	HP	WEAKNESS	RESISTS
	496	Water	Fire



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Castaway Cove

Haven of Half-Dressed Harmony | Suggested Level: 21 | x3 | x1 | x2 | x0



Map Legend

- Formula
- Hootique/Peddler
- Cat's Cradle
- Swift Solutions
- Chest
- Pot
- Task
- Pickpocket's Pistol Point
- Familiar Retreat
- Waystone
- Restraint
- Ambition
- Kindness
- Courage
- Love

Treasures (Chests)

1. Sweetie Pie
2. Fishburger
3. Carnation Cake
4. Milk Chocolate
5. Sandwich
6. Fling Flame Gem

Treasures (Pots)

1. 20G (50%), 30G (30%), or 40G (20%)
2. Chocolate (33%), Flan (33%), Cake (33%)
3. Iced Coffee

Shop Data: Peddler

Provisions

ITEM	COST
White Bread	20G
Sandwich	100G
Iced Coffee	200G
Strong Coffee	800G
Phoenix Feather	500G
Poison-Be-Gone	20G
Blindness-Be-Gone	40G
Sleep-Be-Gone	40G
Curse-Be-Gone	40G
Confusion-Be-Gone	40G

Treats

ITEM	COST
Chocolate	20G
Flan	20G
Cake	20G
Sundae	20G
Pie	20G
Ice Cream	20G

Ingredients

ITEM	COST
Dumpty Egg	50G
Crispy Lettuce	50G
Crunchy Carrot	50G
Tender Beef	60G
Yogurt	50G
Fluffy Rice	150G
Dumbflounder	150G
Glowshrimp	200G

Weapons

ITEM	COST
Sickle	420G
Roc Feather	780G
Pig-Iron Pike	750G
Iron Ax	1000G
Bullhorn Claws	440G

Armor

ITEM	COST
Iron Breastplate	600G
Rubber Robe	480G
Sea Breeze Cloak	420G
Iron Shield	700G

Accessories

ITEM	COST
Fire Seal	600G
Medal of Strength	1,200G

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21 The Next Great Sage

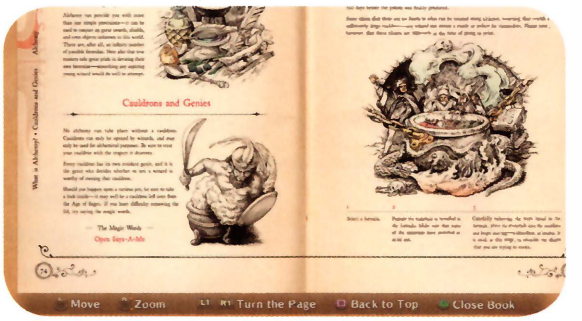
To reach Castaway Cove, travel south by southeast from Al Mamoon, slipping through the walls of rock that border the desert to reach the continent's wetter, grassier southern tip. The cove can be hard to see through the canopy of trees, but a well-worn path should lead you right to its gates. On your way to this southern section, make sure to grab hidden treasures 25 and 26 in this area in addition to tackling bounty hunt task 092. Note that you will be fighting a boss soon, so if your party is still hurting from battling the area's creatures when you arrive in town, you may want to make a beeline for the Cat's Cradle before you do anything to advance the storyline. (And of course, it's always nice to pick up the complimentary *Wizard's Companion* pages that are available at every new inn.)

Regions of the World



When you arrive in town, you spot a thief swiping a giant cauldron from a local merchant. Chase him to the tip of the dock in the northeast corner of the map, where you can recover the item and return it to its rightful owner, the peddler on the blue mat near the entrance to town. After the merchant agrees to let you keep the cauldron, you're prompted to enter a password to open it. Open The *Wizard's Companion* to the alchemy section (chapter 2), then go back a page or two. You'll find the password written in red on the bottom of page 74. (It's "Open Says-A-Me.") But summoning the genie is only half the solution; you also have to fight it.





Boss: Al-Khemi

Genie of the Cauldron



346 Al-Khemi

HP	1,520	Weakness	—	Resists	Water
Drop	—				
Steal	—				

At the start of this fight, call out your best fighters and go to town on Al-Khemi. The genie has great range with his swiping attacks, but Al-Khemi's deadliest attack is called Al-Khombo. As he begins to cast it, he'll look directly at whichever character he intends to target with its deadly flurry of combos. Immediately take control of that character and order him or her to defend. Not only will it prevent the character from taking a ton of damage, but every hit he or she successfully blocks generates a glim, and the odds of getting a golden glim are pretty high.



After trading a few blows, Al-Khemi will toss away his scimitar and look for an upgrade with his "Alakaz…um" move, which sends him digging deep into his cauldron. If he finds a flaming sword, you're in trouble: Start fighting defensively, using elemental trick familiars or your human characters, and focus on keeping your HP up and attacking from long range. But if Al-Khemi pulls a parasol out of his cauldron, that's your cue to go all-out: Send your fighters after him to get in as much damage as they can while his offensive strength is diminished.

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When you get Al-Khemi down to about 20 percent of his max HP, he'll add the Hubble-Bubble move to his repertoire. This makes him hide in his cauldron while a counter counts down for 10 seconds. You can't effectively damage him while he's hiding, so use the first several seconds to cast healing spells or buffs. But make sure to defend when there are two or three seconds left on the clock, as the cauldron will explode when the countdown hits zero.



Better Living Through Alchemy

After you successfully prove your worth, Al-Khemi will give you a bunch of ingredients and walk you through the process of combining them into an awesome provision, sprite dew. Now you can finally do something with all the ingredients found in those twinkling forage points, in hidden treasure chests, or as enemy drops. Hurrah!

New Formula: 006



There are 134 recipes (formulae) in all, and you can either learn these recipes from the people you meet or by combining ingredients at random in hopes of stumbling onto them yourself. The Cauldron comes with a batch of recipes from Al-Khemi, and you can get another batch of 10 formulae by talking to the heavy-set woman on the boat in the westernmost pier. You can get a third batch for completing task 076, and many, many more from other characters in future towns.

New Formulae: 001, 002, 007, 008, 013, 018, 023, 028, 033, 038



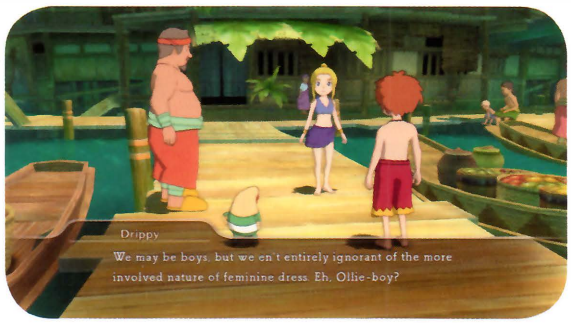


Tip

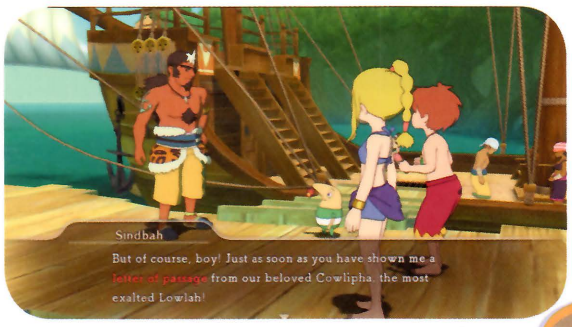
You can't make anything too exciting with your limited selection of recipes, but if you've been diligent about foraging ingredients, you'll probably have everything you need to upgrade basic treats like ice cream and pies to more potent versions.

22 The Cauldron Thief

It feels like Ding Dong Dell all over again as the townsfolk leer and comment on your strange attire. When you head back towards the Castaway Cove docks, the governor of the city stops you to discuss the city's swimsuit-only dress code.



After changing into your municipal swimsuit, go speak to Captain Sindbah of the *Sea Cow*, at the city's easternmost dock. He explains that if you want to use his ship, you'll need a Letter of Passage from the Cowlipha of Al Mamoon. Before you head back that direction, make sure to speak to the woman with the orange beanie who's recruiting for task 049. As long as you're headed back through the desert, you might as well complete that errand. You can also sign up for tasks 006 and 076, if you haven't already.

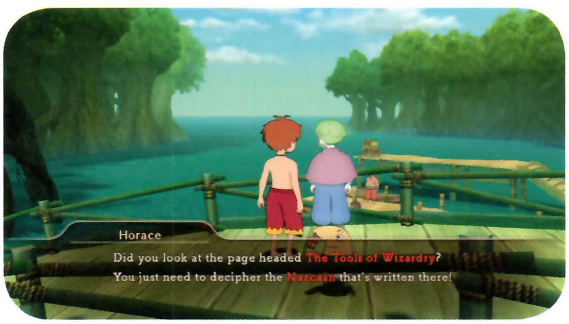


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Tip

When you enter Castaway Cove while wearing a swimsuit, Horace will appear on the bridge that cuts north to south. When you speak to him with the Spirit Medium spell, Horace attempts to test your knowledge of the Nazcaän language. "The Tools of Wizardry" section he mentions is on page 13 of The *Wizard's Companion*, and if you look closely, you'll notice that something in Nazcaän has been written on the sash of the robe of the wizard. (The words coming out of the wizard's mouth are not the right answer.) Copy those down and use the decipher page selectable from the lower-right corner of The *Wizard's Companion* menu to decode your answer, "Finest Fiber." The reward for your efforts is the Vacate spell, which allows you to leave any dangerous area in a flash.

Vacate Spell





TASK JOURNAL—PART 5

The initial batch of tasks in Castaway Cove is quite small. There are only three people who need your help, and only two of the tasks can be completed at this point in the game.

ERRANDS

Task 006—The Fisherman's Woe

Talk to the brokenhearted man on the lower platform in the southeast corner of town. He needs courage, and you won't have to go far to get it. Use your Take Heart spell to collect the courage from the man on the boat on the westernmost pier, and then transfer it to the brokenhearted fisherman with the Give Heart spell.

Reward:
Fishburgers x2 and 200G.



Task 049—A Snazzier Swimsuit:

Talk to the woman with the orange beanie and purple sash hanging out near the entrance to town. She needs three rainbow leaves for a swimsuit design, and the only way to get them is from the floret creatures that are wandering in the Shimmering Sands. The trick to getting the rainbow leaves is defeating the florets with Frostbite spells; as the client says, they need to be frozen immediately for the leaf to be preserved.

Reward:
Wildflower sundaes x4 and 400G.



Task 076—The Young Alchemist

After acquiring the alchemical Cauldron, speak to the young girl on the pier in the northwest corner of town. She wants you to use your new Cauldron to whip up a type of dagger known as a candle cutter. The ingredients are a flint dagger, which can be bought from the Cawtermaster in Al Mamoon, and an emberstone, which is quite a bit trickier to find. When you arrive at the island of Teeheeti in the next chapter, you'll find mohawk creatures wandering the area, and can either attempt to steal an emberstone from them or hope to get one as a random post-battle drop (which occurs about 12 percent of the time). Bring the completed candle cutter back to the girl to earn your reward and several additional weapon and armor formulae.

Reward:
Rings-a-bells x2, wetstones x2, and 400G.



New Formulae: 052, 053, 054, 057, 069, 077, 089, 098, 099, 105, 110

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23 A Cowlipha's Cravings

Back in Al Mamoon, head north past the milk fountains to the heavily guarded entrance to the Cowlipha's palace. Her soldiers won't let you through, but you will get an opportunity to meet her chief of staff, Abull. When you're out of leads, the best solution is always a good night's sleep. Make your way to the Cat's Cradle, where a chance encounter reveals a potential solution for your Cowlipha problem: a quick trip to Motorville.





And we do mean quick! After using the Gateway spell, walk a few steps to the west to Leila's Milk Bar and the solution to your problem will run right up to you. After a series of event scenes you find out what the Cowlipha craves.



Use Gateway again and pay a visit to one of Al Mamoon's milk fountains. Cast your Secret Ingredient spell to make a canoe-sized hunk of cheese for the Cowlipha. Now that you're bearing an appropriate gift, Abull will wave you through to meet Her Moojesty.



The mildly disturbing experience sends your party scurrying back to town to find someone with a piece of restraint to spare for the Cowlipha. Speak to the Cawtermaster to get a lead on who that might be, then walk right past the guards to return to the Cowlipha's palace and borrow a dose of restraint from Abull. Use the Give Heart spell to transfer that to the Cowlipha and put a decisive end to her eating disorder.



The Cowlipha rewards you with the Nature's Tongue and Burden spells, as well the Letter of Passage you wanted and a portrait of the next Great Sage. Take those items back to Castaway Cove, but not before talking to the boy with the green vest and orange shirt near the entrance to town; he has a new errand for you (task 047) that can now be solved with your new Nature's Tongue spell. At this point tasks 034 and 050 are also unlocked in Castaway Cove.

Nature's Tongue and Burden Spells



24 Stop, Thief

As soon as you arrive back in Castaway Cove, your pockets are promptly picked by the cauldron thief. Chase him down to the *Sea Cow*, still docked to the west, where the thief has business with Captain Sindbah. If you're low on health, hit the inn to heal up first; I smell a nightmare brewing! Also, this would be a good time to stock up on items from the peddler to deal with status condition ailments such as sleep and confusion.



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Boss: Swaine's Nightmare

Void of Restraint



347 Swaine's Nightmare

HP	1,280	Weakness	Light	Resists	Dark
Drop	—				
Steal	—				

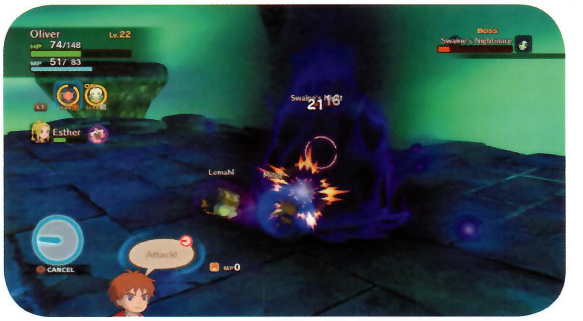
Neither of the moves used by Swaine's Nightmare does any damage, so defending isn't very effective here. Bad Dream puts everyone to sleep, while the Grudge move inflicts the curse condition on a single target. Sun familiars have a small amount of natural resistance to sleep, but it generally doesn't make a big difference, because neither condition is overly devastating. Sleep temporarily incapacitates your characters, giving the enemy a good chance to score a critical hit when it wakes your characters with a free hit. Curse sharply reduces its target's movement speed, but can be compensated for by using ranged attacks. Both of these negative conditions can be dealt with using a "be-gone" provision if you stocked up before the battle.



Swaine's Nightmare is physically quite strong, so when you're in good shape, you may want to focus on running away and casting spells with your human characters or familiars like your drongo. However, make sure to save enough MP for healing, as its physical attacks deal a decent amount of damage, especially when your characters are sleeping targets.



When the Nightmare surrounds itself with a dark glow, that's the sign that it's going to teleport and then begin using a special move. This is a great time to switch to a quick fighter like your thumbelemur, who can get in a few quick hits and possibly cancel the move, stunning the Nightmare for a few seconds and maybe even knocking out a golden glim.



Freed of Restraint

As with Rusty, simply defeating Swaine's Nightmare won't completely revive Swaine. You need to restore the restraint that was taken from him, and there's only one source of the stuff in town. Find the governor at the inn, and ask him to lend his strength. Extract it with the Take Heart spell, return to Swaine, and cure him with the Give Heart spell. Swaine will return your stolen property…after a little extra convincing.



Once you've explained your cause, Swaine proves a whole lot more agreeable. He and his familiar, a hurly, join your cause, and Swaine even shows you how to use his Pickpocket's Pistol to open those green chests you've been seeing here and there. For a demonstration, go to the edge of the dock to the south, face the green chest across the waterway, and press ✕. The camera will switch to an over-the-shoulder view that allows you to target the chest, fire the gun, and extract a previously inaccessible Fling Flame gem.



You're now free to board the ship and set sail to your next destination. But if you'd like to spend a bit more time in the Summerlands, there's plenty left to do. A new errand (task 007) has appeared in Castaway Cove, and there have been green chests scattered throughout the continent that you can now go back for.

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Tip

Don't miss the other green chest in Castaway Cove. To find it, walk east from the Swift Solutions boat and stop after passing the bridge. Then look south across the water to spot a green chest that holds a tasty carnation cake.



TASK JOURNAL—PART 6

A few interesting tasks pop up towards the end of this chapter, mostly revolving around your new abilities to speak with animals and give and take restraint. You can't complete task 050 quite yet, but do make sure to sign up for it before you set sail and leave the cove behind!

ERRANDS

Task 007—Shop Till You Drop

In Castaway Cove, near the peddler from whom you got the Cauldron, you'll meet a shopaholic in desperate need of restraint. Luckily, you can get the piece of heart you need from the boy on the westernmost dock who's dangling his feet in the water.

Reward:
Salted ice creams x5 and 200G.



Task 034—A Heartless Wife

There's a couple arguing on the north platform of Castaway Cove, and with the wife devoid of kindness, it isn't going to end well. Accept the errand, then pick up some extra kindness from the woman with the basket full of yellow fruit on the upper platform at the opposite end of the waterway.

Reward:
Carrot cakes x3 and 200G.



Task 047—A Boy and His Birds

In Al Mamoon, a boy with a green vest and orange shirt is hanging out near the entrance to town. Three of his pigeons have failed to return, and he needs you to find them for him. To find them, search for flocks of pigeons and use your Nature's Voice spell to speak to any who stay behind when the others fly away. You'll find the first pigeon by the southern fountain outside of the Cat's Cradle. The second pigeon is a little tricky: It has somehow found its way to a windowsill inside of the Hootique. The last one is by the east milk fountain in the north part of town. Once you've spoken to each pigeon and convinced it to return to its master, speak to the boy to claim your reward.

Reward:
Phoenix feathers x2 and 400G.







Task 050—The Concerned Crab

In Castaway Cove, use your Nature's Voice spell to talk to the blue crab at the end of the second dock. The crab is looking for his friend, who was swept out to an island southeast of Castaway Cove. Once you get the ship, sail east to Robinson Island, the slim sandbar shaped like a titled H that's surrounded by coral reefs. The missing crab can be found at its northeast tip; use Nature's Voice to speak to it, and then relay its message back to its friend in Castaway Cove.

Reward:
Cups of strong coffee x3 and 400G.





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Chapter 3 – The Open Sea

The good news: Now that you have the Sea Cow at your disposal, most of the other world is open to you. The bad news: Just because you can sail to a wide variety of new places doesn't mean that you'll be capable of surviving in many of them for long. Fortunately, there are still a handful of interesting destinations in the reasonably safe waters east of Castaway Cove. Claim what treasures you can and then set a course for the next Great Sage's home in Hamelin.

The Southeastern Sea



Places of Interest

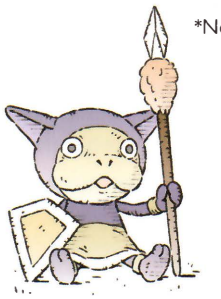
- I The Vault of Tears
- II Forest Glade
- III Forest Glade
- IV Crab Cave
- V Fairyground

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Southeastern Sea Hidden Treasures

- 31 Glowshrimps x5
- 31 Fishburgers x2
- 31 Sturdy Shinbones x2
- 35 Slices of See Through Pie x2
- 36 Espressos x2
- 31 Dumbflounders x5
- 18 Angulas x2
- 39 Fine Frock
- 40 Fishburgers x2
- 41 Sacred Dagger
- 47 Dryad's Spear
- 43 Soretooth Ring
- 44 Sprockets x2
- 35 Carnation Cakes x2
- 46 Wildflower Sundaes x5
- 47 Babana Flans x5
- 18 Bars of Fairy Chocolate x5
- 49 Carnation Cakes x5
- 50 Slices of See Through Pie x5
- 51 Ruby Ripple Ice Creams x5
- 52 Thunderstorm Gem*

*Not yet accessible



Southeastern Sea Forage Points

1. 555G
2. Angula
3. Slumbernot Leaves
4. Gnomebeard
5. Angula
6. Rings-a-Bell
7. Wetstone
8. Gnomebeard
9. Gnomebeard

Friday Island/Robinson Island Creatures



034	BAABARIAN			
SIGN	HP	WEAKNESS	RESISTS	
	157	Fire	—	



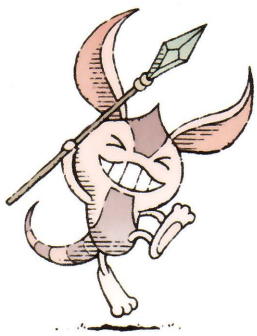
090	HIPPEAFOWL		
SIGN	HP	WEAKNESS	RESISTS
	154	—	Storm



102	TU-WHOO		
SIGN	HP	WEAKNESS	RESISTS
	161	—	Storm



193	LAGOON NAIAD		
SIGN	HP	WEAKNESS	RESISTS
	169	—	—



Teeheeti Island Creatures



030	STABBER			
SIGN	HP	WEAKNESS	RESISTS	
	170	Storm	—	



082	MOHAWK		
SIGN	HP	WEAKNESS	RESISTS
	159	Storm	—



086	WISHING WHAMBAT		
SIGN	HP	WEAKNESS	RESISTS
	156	—	Storm



114	SPIKE TYKE		
SIGN	HP	WEAKNESS	RESISTS
	175	Storm	—



141	SPROG COG		
SIGN	HP	WEAKNESS	RESISTS
	152	—	—

No Longer Mine Creatures



017	HURLY		
SIGN	HP	WEAKNESS	RESISTS
	273	Water	Fire



042	PSYCHOPHANT		
SIGN	HP	WEAKNESS	RESISTS
	328	Fire	Water



146	IRON-MAN		
SIGN	HP	WEAKNESS	RESISTS
	316	Storm	Physical



157	LUMBERWOOD		
SIGN	HP	WEAKNESS	RESISTS
	316	Fire	Storm



170	DUNCECAP		
SIGN	HP	WEAKNESS	RESISTS
	278	—	Storm



242	BALLOONATIC		
SIGN	HP	WEAKNESS	RESISTS
	304	—	Storm

Shipwreck Shore Creatures



046	LUBBER CUB			
SIGN	HP	WEAKNESS	RESISTS	
	267	Storm	—	



091	GRUMPEAFOWL			
SIGN	HP	WEAKNESS	RESISTS	
	265	Water	Fire	



106	FLUMMOX FLORET			
SIGN	HP	WEAKNESS	RESISTS	
	274	Water	—	



111	WHACKRABBOT			
SIGN	HP	WEAKNESS	RESISTS	
	280	Storm	—	



119	TURBAN MYTH			
SIGN	HP	WEAKNESS	RESISTS	
	245	Water	Fire	



166	YELLOW BUNCHER			
SIGN	HP	WEAKNESS	RESISTS	
	312	Fire	—	



194	SEA NAIAD			
SIGN	HP	WEAKNESS	RESISTS	
	260	—	—	



222	BIG BOPPER			
SIGN	HP	WEAKNESS	RESISTS	
	251	Storm	—	

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25 Set Sail for Hamelin!

With your new ship, you're free to follow the Guiding Star as it leads you on a northeasterly course to your destination at the southern tip of Autumnia. But before you approach your destination, you may want to explore the previously inaccessible outer beaches of the Southern Summerlands region and the beautiful coral-lined archipelago that's just a short sail to the east.

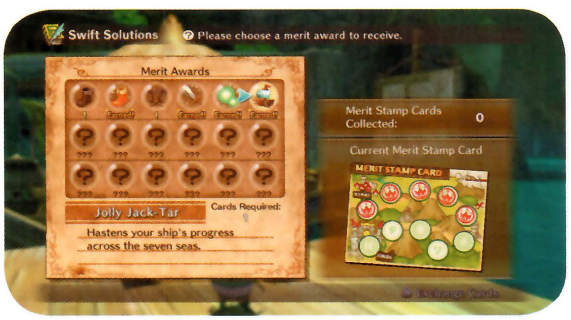
First, let's pick up a Southern Summerlands hidden treasure (on the Summerlands map) that's worth a short detour to the west. Sail along the coast northwest from Castaway Cove and disembark at the first beach you see (the ship can only berth at sandy beaches). Run to the north and search at the base of the cliff to dig up a pointy hat. Give it to a hat wearer, like Swaine's hurly, for a big defense boost.





Tip

If you have a full stamp card on you, return to Castaway Cove any time after your first ship expedition and redeem it for a newly available prize (Jolly Jack-tar) that will speed up your ship, making it easier to avoid encounters with the black shadows that represent groups of enemies at sea.



Robinson Island

Sail east from Castaway Cove to reach an island archipelago that connects Robinson Island, Friday Island, and a few smaller islands. The small, southwesternmost island is home to your target for bounty hunt task 093, which should be the easiest battle among the current batch of bounty hunts available to you. At the northeastern tip of Robinson Island, the next island up the archipelago, you'll find the missing blue crab from errand task 050. You can also turn up hidden treasure 41, a sacred dagger, at the southernmost tip of the Robinson Island, and hidden treasure 40, two fishburgers, near the palm tree at its northern tip.





Friday Island

Keep sailing northwest along the archipelago. The next island is a small sandy cay with no vegetation. Search the large seashell for hidden treasure 39, a fine frock that one of your familiars will surely enjoy.

If you keep sailing northwest, you'll arrive at Friday Island, which is not very exciting, unfortunately. If you do decide to explore, make sure to search the cluster of palm trees at its northeastern tip for a pair of sturdy shinbones. The more interesting thing about Friday Island is that your target in bounty hunt task 094 is constantly circling in the ocean around it; it's a tough fight, but if you have some familiars with storm-type attacks in your roster, you can probably bring it down.



Shipwreck Shore

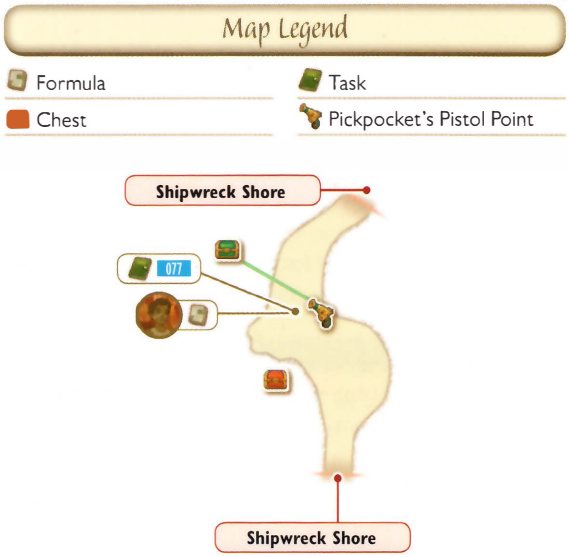
To the west of the coral-line archipelago is a previously inaccessible region of the Southern Summerlands known as Shipwreck Shore. A giant collum, your target for bounty hunt task 095, is blocking the natural arch that separates the beach from the region's green interior. Past him, a narrow trail leads to some ruins that are locked up tight. But there are several hidden treasures to find (all treats and supplies), if you're capable of surviving the difficult enemies who roam this area. There's also a hidden forest glade you can reach by entering through the arch that had been blocked by the collum and then circling around the cliff walls to the west to get onto the higher plateau above it. Cross the top of the arch to reach the eastern half of the plateau, and enter the

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large grove of trees to find a hidden area. Here you can pick a game pie from a red chest and a vial of sage's secret from a well-concealed green chest. The green chest is atop one of the columns on the western side of the map, and you'll need to stand across from it to hit it with your gun. Even if you don't want to risk a fight, you can still grab hidden treasures 32 and 37 from the shipwrecks on the beach without having to face any enemy opposition.



Forest Glade



TASK JOURNAL—PART 7

BOUNTY HUNTS

If you haven't already, you can sign up for these three bounty hunts in Castaway Cove. Technically, they appeared as part of the previous chapter, but all three enemies are here in the southeastern sea, so this is your first opportunity to complete them. These are difficult fights—particularly task 095—but they should be beatable with the right team and a good strategy.

Task 093—A Greedy Pirate Gang

Sail southeast to the small, round island that contains nothing but a small patch of woods. There you'll face a deadly team of purrloiner, cutpurrse, and puss in boats creatures. All three are weak to water, so have a familiar like your drongo pick off the weaker purrloiner with water spells while other familiars try to stick some status conditions like blindness or confusion on the powerful puss in boats. Once you've defeated the first foe, your team should be able to overwhelm the remaining two.

Reward:
Poison Pinch gem and 600G.



Task 094—A Starving Sea Monster

Your target in this bounty hunt is a giant whale called a hubber blubber that's constantly circling Friday Island in the archipelago east of Castaway Cove. Chase it down in the *Sea Cow*, and then send a tough familiar or two to serve as a distraction while more spell-focused familiars like your drongo blast it with Thunderstorm, Thunderspark, or other storm-type attacks.

Reward:
Whalefish tusk and 800G.



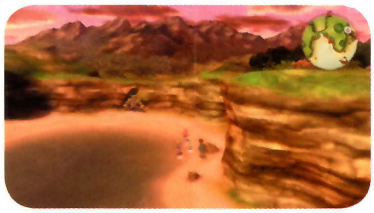


305	HUBBER BLUBBER			
SIGN	HP	WEAKNESS	RESISTS
	834	Storm	Water

Task 095—Researchers' Ruin

Moor your ship at the beach in the southeast region of the Southern Summerlands, just northeast of Castaway Cove. As you attempt to enter this new region of the continent, you'll find the main path from the beach to the grassy interior is blocked by your target. The collum is heavily resistant to physical attacks, and attacking at close range is pretty much suicide anyway. Use familiars that have storm-type attacks and have them pelt the collum from afar while a resilient familiar like the hurly takes one for the team by soaking up its hits.

Reward:
Sacred dagger and 800G.







317	COLLUM			
SIGN	HP	WEAKNESS	RESISTS
	825	Storm	Physical

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HIDDEN TREASURES IN THE ARCHIPELAGO AND SHIPWRECK SHORE

This region of the map is awash with quality treasures, particularly on the archipelago that connects Robinson and Friday Islands. The treasures on Shipwreck Shore are mostly useful treats and supplies, but exploring that area is risky at this point in the game, and is only recommended for players who are skilled at avoiding combat.

32

Sail to the north end of the Shipwreck Shore and disembark near the northernmost shipwreck. Search the hull at its bow to find five glowshrimp.



33

From Shipwreck Shore, walk directly north through the stone arch that was blocked by the collum. When you reach the ruins, search at the tip of the long, partially buried stone block for two fishburgers.



34

At Friday Island (the northernmost island of the coral reef–lined archipelago), search the palm tree at the northeastern tip to uncover a pair of sturdy shinbones.



35

Follow the trail from Shipwreck Shore to the castle. You'll pass a series of columns on your right; search near the last one to reveal two see-through pies.



36

Turn left as soon as you cross through the natural stone arch in the southern part of Shipwreck Shore. Follow the wall a few steps to the west and search at the corner of the base of the cliff for two cups of cappuccino.



37

Disembark south of the southern shipwreck on Shipwreck Shore, and search between the ship's south side and the nearby rocks for five dumbflounders.



38

In the southwest corner of the grassy plateau overlooking the beach at Shipwreck Shore, search at the cliff's edge for two angula flowers.



39

Search the large seashell on the small sandy cay in the center of the coral reef-lined archipelago to find a high-quality fine frock.



40

At Robinson Island (the southernmost island of the coral reef–lined archipelago), search the palm tree at the island's northeast tip for two fishburgers.



41

Also at Robinson Island, search the landmass's southernmost tip to dig up an excellent sacred dagger.



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Onward to Hamelin

There are two other large islands in the region, but Drippy won't let you get near one of them, and the other is going to be a little too tough at this point in the game. So if you've had your fill of nautical exploration, take care of any unfinished business in Castaway Cove (such as reporting the successful completion of bounty hunts). Once you approach Hamelin, it may be a while before you can move around freely again. Why, you ask? Because—look out! Someone's suddenly attacking your ship!



Boss: Shadar

The Executor



373 Shadar

HP	2,050	Weakness	Light	Resists	Dark
Drop	—				
Steal	—				

As soon as you approach Hamelin at the southern tip of Autumnia, Shadar appears to throw you off course. He looks tough and comes on strong, but this battle isn't as difficult as it may seem. You only need to deal around 800 points of damage (about 40 percent of Shadar's HP bar) before an event scene brings the battle to a premature end. Your strategy should focus on getting that damage done as quickly as possible, so send fast attackers like your thumbelemur and mite to aggressively pound him from all directions. Not only is this the quickest way to end the fight, but their flurry of attacks should cancel some of Shadar's moves.



Shadar isn't called the Dark Djinn for nothing; his primary form of attack is using tons of extremely powerful tricks. While it is best to stay on the offensive, try to defend/evade tricks like Fell Wind and Pyre, and be especially watchful for Bleak Midwinter, which could easily do 50 or 60 points of damage to the entire party.



So set Esther's tactics to prioritize healing, and if that isn't enough to keep everyone alive, break out a sandwich or two. Resist the temptation to fight too defensively; there's no point in dragging out a fight that you could end in 30 seconds with an aggressive offense.

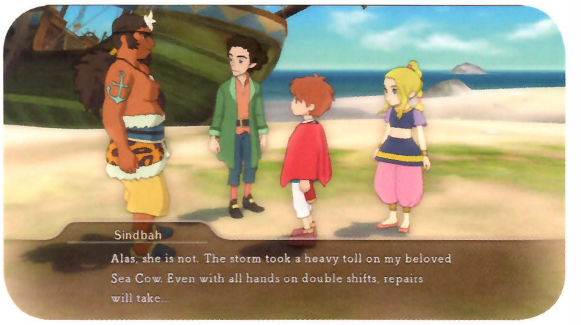


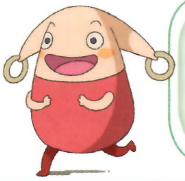


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Teeheeti Island

After your battle with Shadar, you wash up on Teeheeti, the heavily forested island on the east side of the region that Drippy wouldn't let you approach previously. Fortunately, you arrive with full health, so this is a good opportunity to explore the island that will be your home for the week or so it will take to repair your ship. (If you get hurt, make your way to the cloudy patch in the center of the island and resume your explorations later.)





Tip

As soon as you arrive at Teeheeti Island, you unlock a page from The *Wizard's Companion* and learn the All-Out Attack! and All-Out Defense! battle commands. These commands are great, as they allow you to set the party's behavior with the tap of a button, finally giving you a way to make everyone defend when you sense a powerful attack coming. Try it out during the random encounters here to get a feel for it.

New Tale of Wonder—
The Boy Who Would Be God



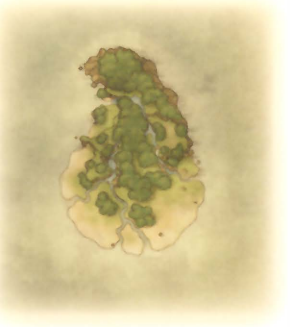
In addition to the Fairyground in the center of the island, Teeheeti is home to a small hidden cave. To reach it, follow the west coast until you see a waterfall pouring over the cave entrance. The cave is populated by blue crabs that you can speak with to get some general tips if you use the Nature's Voice spell. While inside, grab a fishburger from a red chest and then stand between the rock spire on the west side of the cave and the wall, and look to the north to spot a well-concealed green chest. Have Swaine use the Pickpocket's Pistol to grab a useful Water Bomb gem.



Tip

Here on Teeheeti you can battle rooster-esque birds known as mohawks that carry the emberstone you need to complete task 076. Emberstones are a fairly rare drop, so you'll have a much better chance of success if you have Swaine try to steal it.





*Please refer to the map on p. 122 for the Southeastern Sea Hidden Treasures/Forage Points, towns, and dangerous areas.

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HIDDEN TREASURES ON TEEHEETI ISLAND

There are some good hidden items on Teeheeti Island, including a dryad's spear, a soretooth ring, and pairs of sprockets and carnation cakes that can be traded for gems at the Hermit's Shell, an island in the southwest. The dryad's spear is particularly strong; it allows a familiar to recover 10 percent of the damage it deals as HP, making your spear-using familiars suddenly look a whole lot more appealing. You don't have to get these treasures now, but don't set sail without them!

42

On Teeheeti Island, there's a small stretch of unwooded land jutting over the river a few steps east of the Fairyground. Search its tip for a dryad's spear.



43

On the west coast of Teeheeti island, a rock spire forms a natural arch over the beach. Wade into the water and search the partially submerged rock south of the spire to find a soretooth ring.



44

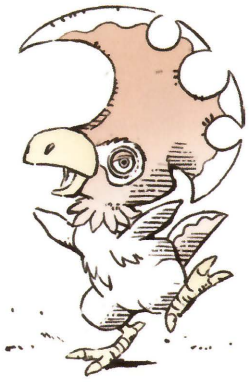
On Teeheeti Island, cross the thin stream just north of the *Sea Cow*. You can dig up two sprockets between the rocks where the beach meets the cliff wall, a few steps north of the stream.



45

Search at the northern tip of the sandy delta on the southern part of Teeheeti island (the strip of beach cut off from the main island by two streams) to turn up a pair of carnation cakes.





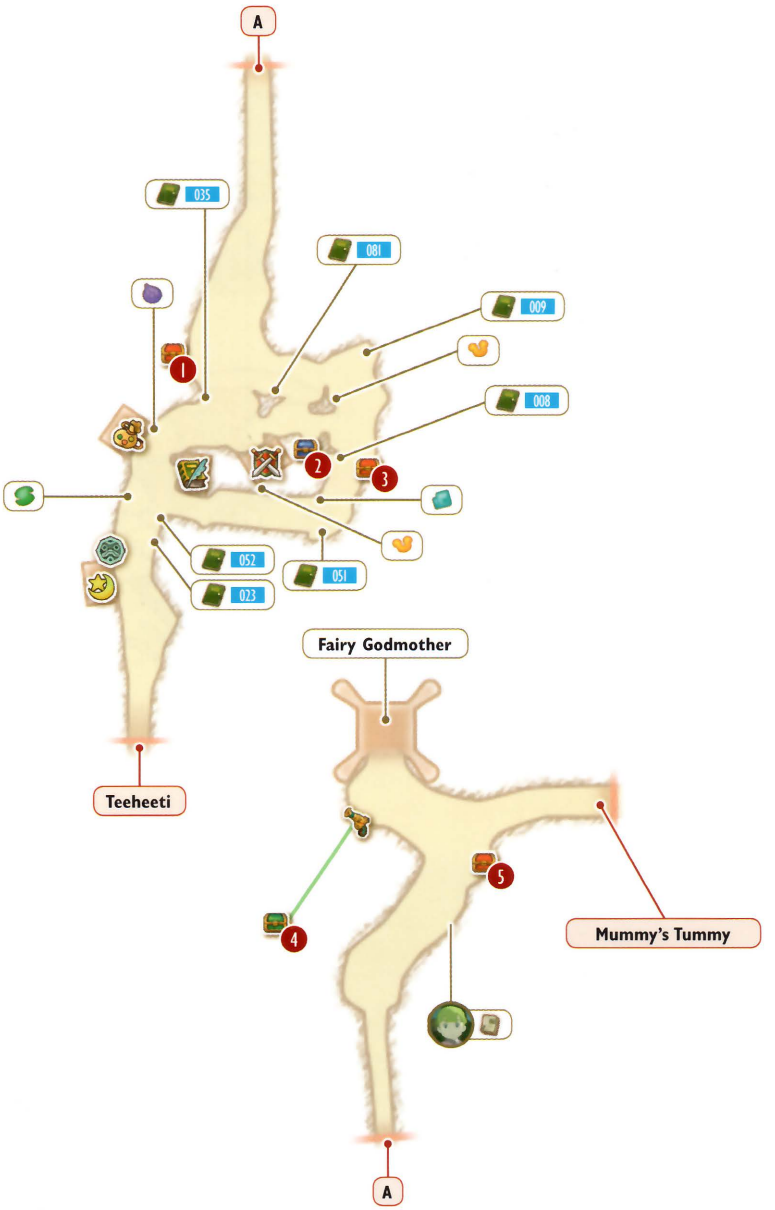


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The Fairyground

A Totally Tidy Town

Suggested Level: 25 — x3 x1 x1 x0



Map Legend

- Hootique/Peddler
- Cat's Cradle
- Swift Solutions
- Chest
- Pot
- Cawtermaster
- Familiar Retreat
- Restraint
- Ambition
- Belief
- Courage
- Pickpocket's Pistol Point
- Task

Treasures (Chests)

1. Fishburger
2. Cheeseburger
3. 100G
4. Poison Pinch Gem
5. Strong Coffee

The Hootique

Provisions

ITEM	COST
White Bread	20G
Sandwich	100G
Iced Coffee	200G
Strong Coffee	800G
Phoenix Feather	500G
Poison-Be-Gone	20G
Blindness-Be-Gone	40G
Seep-Be-Gone	40G
Curse-Be-Gone	40G
Confusion-Be-Gone	40G

Treats

ITEM	COST
Chocolate	20G
Flan	20G
Cake	20G
Sundae	20G
Pie	20G
Ice Cream	20G

Ingredients

ITEM	COST
Dumpty Egg	50G
Crispy Lettuce	50G
Crunchy Carrot	50G
Tender Beef	60G
Yogurt	50G
Fluffy Rice	150G

Cawtermaster

Weapons

ITEM	COST
Roc Feather	780G
Gale Spear	1,250G
Massive Mallet	1,300G
Woodland Claws	1,000G
Whalefish Tusk	1,500G

Armor

ITEM	COST
Scale Armor	1,100G
Gale Robes	1,050G
Sea Breeze Cloak	420G
Iron Shield	700G

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26 The Home of the Fairies

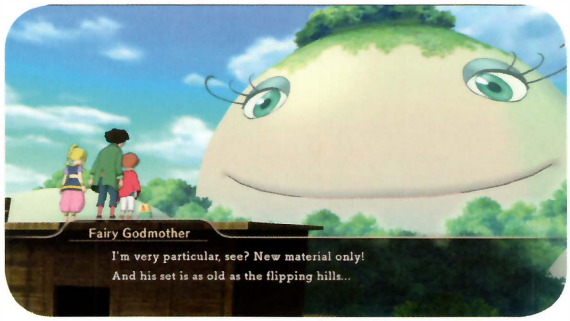
When you're done exploring Teeheeti, follow the path to the mysteriously cloudy area at the heart of the island. As soon as you arrive, Drippy is pulled away from your party, and your first priority is to get him back. You can loot treasure chests, shop, or stay at the inn (and unlock your easy *Wizard's Companion* page), but you won't be able to do too much else here without Drippy by your side.



Regions of the World



Leave through the town's northern exit, where you'll find Drippy at a suspension bridge that leads to the town's matriarch, a giant spirit known only as the Fairy Godmother. She fills in some details of Drippy's past, returns him to you, and throws in a full set of familiar-metamorphosing drops (like sundrops). Apparently, she's been having trouble producing littlies (baby fairies), and Drippy has an idea how to help. But it will require the assistance of his two comedian brothers, Surly and Smiley.



After crossing the bridge and climbing down the ladder back to the forest, look to the south to spot a well-hidden green chest amidst the trees. (If you can't see it, just proceed south to the edge of the path to trigger the "!" mark that will allow you to switch to Swaine.) Blast it with the Pickpocket's Pistol to snag a Poison Pinch gem.

New Formula: 010



27 The Broken Arted

Take a sharp turn to the east as soon as you get back to the main part of town, and you'll find Surly and Smiley at the Cavity Club with ease. There, Drippy's brothers explain that they have become broken-arted, and that you will need eight items known as "pieces of art" to save them. You can earn all eight pieces of art by using Oliver's repertoire of magic spells to do good deeds for the fairies in town. You can collect the pieces in any order you want, and it's easy to hit all eight in a single loop of the city.



Tip



If you've solved Horace's quizzes at every previous opportunity, you'll find him waiting on the wooded path. Use your Spirit Medium spell to talk with him, and he'll ask you about the ingredients in the cheeseburger recipe in *The Wizard's Companion*. You can find the recipe on page 92 and the description on page 132 of *The Wizard's Companion*—the ingredient he's looking for is crispy lettuce. Input that as your answer, and Horace will give you the Levitate spell... Or at least, that was the plan. Horace lost the page, so it's on you to go find it. By way of apology, Horace gives you a formula for the potent sage's secret restorative item.

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Tip

Once you begin this task, a seagull appears near the entrance to town. Use your Nature's Voice spell to communicate with it, and it will give you the page with the Levitate spell that Horace lost (this will occur whether you've spoken to him or not). Get it early; you'll need it to get one of the pieces of art.

Levitate Spell



The Eight Pieces of Art

1. On the street opposite the Cavity Club, a fairy ordering something at a kiosk wants help popping a jar open. The Spring Lock spell should do the trick.



2. A few steps to the south, the owner of the local Hootique complains of a broken jar. Perhaps the Rejuvenate spell can put it back together?



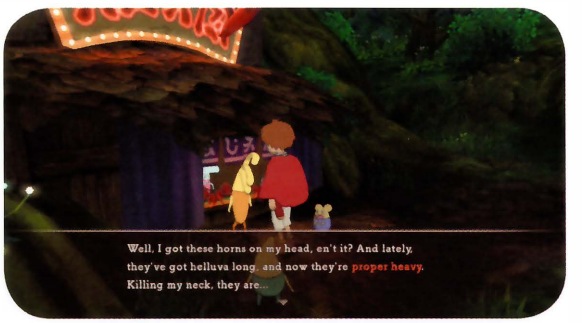
3. Continue south. Across the street from the Familiar Retreat access point, a tavern customer is looking for a decent meal. The Secret Ingredient spell should hit the spot.



4. Continue south to the Cat's Cradle inn. The purrprietor has a bit of a chill and would welcome the warmth of a well-cast Fireball.



5. Across from the inn, a customer at the shellfish shop is complaining about a heavy load. Your newly acquired Levitate spell should bring him some relief.



6. Head east past Swift Solutions. The proprietor of a shop at the end of the road is looking for some help sweeping up. Finally, a chance to use that Broom Broom spell!



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7. A small fairy runs up and down the street near the same shop. He's having trouble getting a plant to grow, so dust off that Quicken Growth spell and give him a hand.

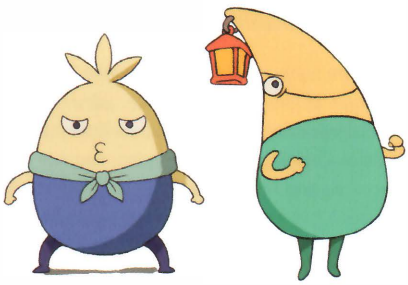


8. Finally, the local Cawtermaster needs something made heavier. Hit him with the Burden spell for the final piece of art.



Bring your eight pieces of art to Surly and Smiley, who will give you a chance to heal up or do some shopping before they put on their show. (Buying a bunch of confusion-be-gone might not be a bad idea…) If Drippy's plan succeeds in getting you into Mummy's Tummy, it may be a while before you find your way back out, so finish off any pressing business you have in the Fairyground first.





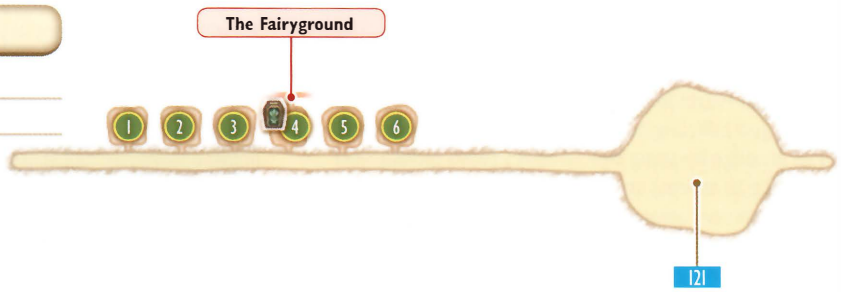
Mummy's Tummy

The Faycare Center

Suggested Level: 25 — ×0 ×0 ×0 ×0

Map Legend

- Waystone
- Room number



Mummy's Tummy Creatures



065	SPLISHER			
SIGN	HP	WEAKNESS	RESISTS
	174	Fire	Water



129	DINKEY		
SIGN	HP	WEAKNESS	RESISTS
	180	Water	Storm



213	PLESSIE		
SIGN	HP	WEAKNESS	RESISTS
	254	Fire	Water



069	HOORAY		
SIGN	HP	WEAKNESS	RESISTS
	241	Fire	Water



197	AIRHEAD		
SIGN	HP	WEAKNESS	RESISTS
	225	—	Storm



305	HUBBER BLUBBER		
SIGN	HP	WEAKNESS	RESISTS
	567	Storm	Water



073	SPARKEE		
SIGN	HP	WEAKNESS	RESISTS
	231	—	Water, Storm

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28 Liberating the Littlies

Mummy's Tummy is a straightforward area that consists of a single side-scrolling corridor with six doors you can open, once they are unlocked, by standing in front of them and pressing up and ✕. In each room, you'll face a large group of enemies before the liberated littlies will join you, but the battles are fairly easy until you run into the final room.



After you secure each room another door in the hallway unlocks, so start at the leftmost room, adorned with a sunflower, and wipe out the dinkeys to liberate the first littlie. Continue clearing out the rooms, moving to room 5, room 2, room 6, and finally room 3. The hubber blubber in the final room can be tough, so eliminate the other foes first, then pound the hubber blubber with storm spells.



If any battle leaves your party in dire shape, simply go to room 4 to recharge your MP and HP at the convenient waystone.

Once you have all 12 littlies, return to room 4 to heal up and save your game. Then follow the corridor all the way to the right and ride the slide down to face the source of mummy's troubles.



Boss: Royal Jelly

Bane of Mam's Belly



348 Royal Jelly

HP	3,180	Weakness	Fire	Resists	Water
Drop	Spirit of the Storm				
Steal	Puby Ripple Ice Cream				

Royal Jelly has a ton of HP, so you're in for a long fight here. Since Royal Jelly's tricks revolve around storm-type attacks and inflicting confusion, you can give yourself a bit of an edge by using star familiars (who have a mild resistance to storm) and familiars who are naturally resistant to confusion effects, a group that includes thumbelemurs, all minima familiars (such as florets and turbandits), and all automata familiars (such as sprog cogs and monoliths). Royal Jelly is weak to fire, so familiars with fire-type attacks are going to be fantastic here. If you manage to knock loose a golden glim, have Oliver take it so he can use his fire-type miracle move.



When you see Royal Jelly begin to perform Bolt from the Blue, have your current character defend and give the All-Out Defense! order to prevent as much damage as possible. Royal Jelly's confusion-inflicting See Stars trick is much harder to defend against; if you have confusion-resistant familiars, make sure they're deployed; otherwise, your best bet is to keep attacking in the hope of scoring a cancel. Be ready with a confusion-be-gone if all else fails.



Once you knock Royal Jelly down to about 60 percent of its max HP, it will use its Baby Shower trick to spawn nine jelly babies. Have any familiars who can use wide-ranging attacks, like your mite (Cut Loose) or the bigger-boggle (Hot Huff), hit multiple babies at once and finish them off quickly, while everyone else focuses on Royal Jelly itself to take advantage of its weakened post-birth state.

Royal Jelly

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Farewell to the Fairyground

After your triumph, a grateful Fairy Godmother rewards you with the Shift Shape, Second Self, Mimic, Vanish, Werecat, Werefish, Shrink, Open Mind, Loaf of Life, and Poison Apple spells. That's quite a haul! Next, cross the bridge back to town and visit the Cavity Club to say goodbye to Drippy. You can now return to your ship whenever you're ready, since there isn't much else to do here—you've unlocked task 053, but that takes place all the way over in the Golden Grove, so it isn't much use to you now.

Shift Shape, Second Self, Mimic, Vanish, Werecat, Werefish, Shrink, Open Mind, Loaf of Life, and Poison Apple Spells

Hop into the recently repaired *Sea Cow* and set sail, waving goodbye to the Fairyground, Drippy, and everyone else… And then stop and turn right back around. Not only does pretending to leave trigger an emotional reunion with Drippy (in which he learns the new Tidy Tears trick, a healing and defense-boosting trick that he uses sporadically in combat), but it also unlocks a massive batch of errands back in the Fairyground, including tasks 008, 009, 035, 051, 052, and 081. You'll even get a new *Wizard's Companion* page out of it! Of course, you're free to ignore the tasks and continue on to Hamelin or No Longer Mine (the final optional island in this region), but they're a pretty easy batch, and this is as good a time as any to get started.

New Tale of Wonder—The Fairy Who Wouldn't Stop Crying



TASK JOURNAL—PART 8

As soon as you set sail away from Teeheeti, you unlock a massive batch of tasks back in town. All of the new tasks can be completed quickly and relatively easily, but task 053 will require a bit of a journey back to the Golden Grove.

ERRANDS

Task 008—Service Without a Smile

The merchant at the kiosk on the eastern street (east of the Cawtermaster) lacks the kindness to run his business properly. Unfortunately, kindness is in short supply in the Fairyground, so you'll need to collect some later in the game and return to finish this task then.

Reward:
Ruby ripple ice creams x3 and 300G.



Task 009—Tactless Timing

Speak to the pink-headed fairy watching the show at the Cavity Club, who is struggling to find his lost restraint. Accept the task, then go to the food stand in the southeast corner of town to find a particularly strong-willed customer. Use the Take Heart spell to extract a piece of restraint and then the Give Heart spell to transfer it to the bumbling Cavity Club patron.

Reward:
Bars of fairy chocolate x3 and 300G.



Task 035—A Weak-Hearted Hubby

Speak to the man with the backpack standing near the path to the Fairy Godmother. His is a textbook case of courage-related brokenheartedness, and the cure is waiting right in town. Head south to the kiosk with the giant octopus, and ask one of the customers if you can borrow his menu-challenging courage. Extract it with the Take Heart spell and then give it to the cowardly merchant with the Give Heart spell.

Reward:
Cheeseburgers x2 and 300G.



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Task 051—A Comedy of Errors

A fairy in the southeast corner of town has lost three slapsticks to the wishing whambat creatures that frequent the beach area outside of town. The catch is that they only drop slapsticks if they have the blinded status condition when they are defeated in combat. Your best options for blinding foes are using the Razzle Dazzle trick (known by sprout sprite, sunshine, and tu-whit familiars, among others) or the Sand Blast trick (known by mite, jabber, and green buncher familiars, to name a few). Note that even if you do everything right, getting the drop still isn't a sure thing, and it may take a few fights before you can collect all three and return for your reward.

Reward:
Dryad's spear and 700G.



Task 052—A Big Splash

A small fairy at the corner across from Swift Solutions needs you to collect ingredients for a cold medication. The ingredients are all fairly common: one each of booster shoots, slumbernot leaves, and springwater. The booster shoots and springwater are both widely available at twinkling forage points in the Rolling Hills region, while slumbernot leaves can be found at a forage point just outside of Castaway Cove (and can also be stolen from the same wishing whambats that are your quarry for task 051). You probably have everything you need in your inventory already, but if you don't, you can pick them up when you return to the Rolling Hills area to pursue task 053 or just save this errand until you have access to a mode of transportation that makes visiting old areas easier.

Reward:
Handfuls of chocolate bonbons x2, babana flans x2, and 700G.



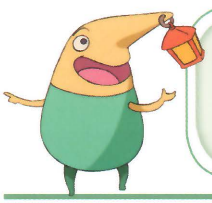
Task 053—Boars in the Bushes

The client for this task is all the way back in the Golden Grove, so this task is going to require a fair amount of travel. If you have business in Castaway Cove, you can head that way and hoof it to the Golden Grove, or you can sail northwest from Teeheeti to a beach just east of Golden Grove that makes it fairly easy to reach the area (although then you'll be entering it from the wrong side). Either way, you'll find the client at the spring of life in the southern part of the area, and he'll ask you to hunt down a trio of hyperboars who are eating all of the grove's mushrooms. Head back to the central crossroads of the Golden Grove to battle the first hyperboar and his two crashing boar companions. All of these foes are weak to fire-type attacks, so arrange your party accordingly! Each boar has 500–600 HP, so these won't be easy fights, but they're certainly a walk in the park compared to Royal Jelly, the boss you fought earlier. If you take a beating, make sure to hit the waystone before you tackle the remaining two hyperboars. Head east and then north to find the next one, and then continue north after beating him to find the third. The third battle features three crashing boars instead of two, so save plenty of MP for area-effect tricks like Hot Huff and Cut Loose. Then head back to the client, but make sure to visit the waystone on the way, as the client has himself run afoul of a full boar (the most powerful kind of boar, which is weak to water instead of fire), so there's one more four-boar battle you'll need to clear before you can claim your hard-earned reward.

Reward:
Pointy hat and 700G.







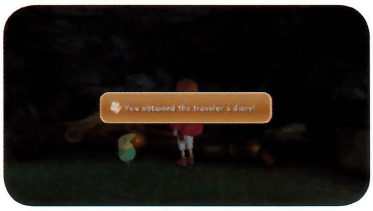
Tip

If you haven't gone back for it already, don't miss the green chest in the Golden Grove containing a bar of fairy chocolate. Look to the left from the middle of the mushroom staircase north of the areas central crossroads to get a clear shot at it.

Task 081—Notes from an Island

Figuring out what's going on here should only require a single quick glance at the man standing by a tree near the path to the Fairy Godmother. Yep, it's that guy, and yes, he's lost his diary pages once again. Fortunately, they're right here on Teeheeti. Make your way back to the beach, and then follow the beach up the island's western coast. When you see a waterfall that flows into the sea, step under it to reach the Crab Cave. The piece of driftwood he spoke of is in the northeast region of the cave, near the red treasure chest. Search in that area to find his notes, and bring them back to claim your reward.

Reward:
Fine frock and 700G.



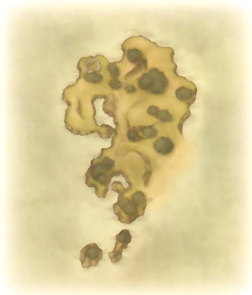


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No Longer Mine Island

Just north of Teeheeti and directly on the path to Hamelin lies a sizable island called No Longer Mine—named, most likely, for what appears to be a defunct mine. There aren't any game areas to visit here, so it's a purely optional destination, but it can be a lucrative one. No Longer Mine hosts six hidden treasures, each a five-pack of high-level treats, and a single twinkling point where you can forage a sweet 555G. The enemies here move slowly and are fairly easy to avoid, but are very tough. They should be beatable by a well-prepared party that's prepared to exploit their individual weaknesses (see the creature data at the start of the chapter), but you definitely want to make sure your team has full HP and plenty of MP at all times.





*Please refer to the map on p. 122 for the Southeastern Sea Hidden Treasures/Forage Points, towns, and dangerous areas.

HIDDEN TREASURES ON NO LONGER MINE ISLAND

The final hidden items in this area are scattered throughout No Longer Mine island. There's nothing essential here, but the massive quantity of treats will make it easy to beef up new familiars.

On No Longer Mine island, search the area just north of the island's easternmost grove of trees to find a five-pack of wildflower sundaes.



47

Defunct train tracks run along the western side of No Longer Mine island. South of the ruins in the northwest corner, search the area west of the tracks and just north of the mostly enclosed inlet to turn up five babana flans.



48

Follow the cliffs southwest from the ruins on No Longer Mine island. Search at the southwest corner of the cliff's edge to find five pieces of fairy chocolate.



49

Still on No Longer Mine island, search a few steps beyond the northern end of the southern half of the train tracks to find five carnation cakes.



50

There's a rock near the water line on the beach where you disembarked at No Longer Mine island. Search it for five see-through pies.



51

In the southwest part of No Longer Mine island, some disused train tracks run to the cliff's edge. Search where they hit the cliff to turn up five ruby ripple ice cream cones.



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Chapter 4—Southern Autumnia

Oliver and his companions have had a lovely—if unplanned—vacation on Teeheeti, and now it's time to get back to business. What were we doing again? Oh, right! Sailing to the eastern continent of Autumnia to seek out a Great Sage who's said to live in the city of Hamelin, nestled deep in the heart of the continent's Pig Iron Plain.

Southern Autumnia



Places of Interest

I The Tombstone Trail
II Hamelin
III Abandoned Mine
IV Forest Glade

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Southern Autumnia Hidden Treasures

53 Cappuccino
54 500G
55 Babana Flans x2
56 Sundrops x2
57 Ruby Ripple Ice Creams x2
58 Mirrored Armor
59 Pixie Dew
60 Bass Bell
61 600G
62 Stone-Be-Gone
63 Drill Screw
64 Soft Scoop Ice Cream
65 400G
66 Game Pie
67 Gaudy Claws
68 Strong Coffee
69 Bee Sting*
70 Skullfang Ring*
71 Woodsman's Knife*

*Not yet accessible

Southern Autumnia Forage Points

1 Rumblenut*
2 Fogdrop
3 Angula
4 Jade Marble*
5 Sturdy Shinbone
6 Raw Steel
7 Shadowglass
8 Plainswort
9 Rumblenut
10 Raw Steel
11 Slumbernot Leaves

*Not yet accessible

Autumnia Creatures



038	CRASHING BOAR			
SIGN	HP	WEAKNESS	RESISTS	
	212	Fire	—	



145	TIN-MAN			
SIGN	HP	WEAKNESS	RESISTS	
	195	Physical	Storm	



178	TRAPPER SNAPPER			
SIGN	HP	WEAKNESS	RESISTS	
	186	Fire	—	



110	JACKRABBOT			
SIGN	HP	WEAKNESS	RESISTS	
	172	Storm	—	



149	CLINKETYCLANK			
SIGN	HP	WEAKNESS	RESISTS	
	183	—	Physical	



273	BOUGIE			
SIGN	HP	WEAKNESS	RESISTS	
	182	—	—	



141	SPROG COG			
SIGN	HP	WEAKNESS	RESISTS	
	152	—	—	



162	SPONGE BUBBUD			
SIGN	HP	WEAKNESS	RESISTS	
	169	Fire	Water	



286	BONE RANGER			
SIGN	HP	WEAKNESS	RESISTS	
	201	Fire	Physical	

Swan Island/Ugly Duckling Isle Creatures



013	MITE			
SIGN	HP	WEAKNESS	RESISTS	
	251	Water	Storm	



093	DRONGO			
SIGN	HP	WEAKNESS	RESISTS	
	244	—	Water	



205	TOKO			
SIGN	HP	WEAKNESS	RESISTS	
	141	—	—	



049	THUMBELEMUR			
SIGN	HP	WEAKNESS	RESISTS	
	255	—	—	



201	SEED SPRITE			
SIGN	HP	WEAKNESS	RESISTS	
	233	Fire	Light	



The Spindle/The Broken Crown Creatures



116	PIKE TYKE			
SIGN	HP	WEAKNESS	RESISTS	
	294	Storm	Water	



135	LICKETY-SPITOO			
SIGN	HP	WEAKNESS	RESISTS	
	266	—	Fire	



191	WEB MASTER			
SIGN	HP	WEAKNESS	RESISTS	
	301	—	—	

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29 Friends Forever

Follow the Guiding Star to the beach on the southern tip of Autumnia, which will give you access to Hamelin, the Pig Iron Plain that surrounds it, and the Ghostly Gorge that runs through the mountains to its northwest. (There is another beach on the west coast of Autumnia that would give you access to a different chunk of the continent, but landing there would likely get your party completely wiped out within the first few seconds of any combat encounter.) The islands to Autumnia's east and northwest aren't quite as tough, but they're challenging enough that we'll save them for a bit later—the hidden treasures found there aren't essential anyway.



When you come ashore at that southern beach, you'll find yourself in a vast wasteland of ruined fortifications and abandoned mines. There are plenty of hidden treasures to find in the nooks and crannies, and they offer a nice assortment of loot. At the very least, you should make sure to pick up a drill screw (63), which is a rare but necessary ingredient in a future recipe, and the set of gaudy claws (67), which will give a nice offensive boost to one of your familiars.



Also make sure to raid the forest glade area west of Hamelin (it's easy to spot, as it's the only sizable patch of trees in the entire region). There you can find a lightning bolt spear in a red chest and a Purifying Pulse gem in a green chest. To hit the green chest, walk to the wall directly south of the little boy who's talking with his mother and then look southeast.

Forest Glade



Map Legend

- Chest
- Pickpocket's Pistol Point

Forest Glade

1. Lightning Bolt Spear
2. Purifying Gem





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This section of Autumnia hosts 10 different hidden items, although one of them (58) isn't reachable quite yet. (We'll cover that one a bit later, as well as the additional items on Autumnia's surrounding islands, which are protected by higher-level foes.) The other nine treasures on the continent itself are all easily reachable, and mostly worth your trouble.

60

Travel north through Ghostly Gorge (the region west of Hamelin), following the mountain wall to the west. Search the first tombstone you encounter along that mountain wall for a bass bell.



61

Head north through Ghostly Gorge (the region west of Hamelin), following the wall of mountains to the east. A short distance northwest of Hamelin, you'll see a small cemetery with a few gravestones and a withered tree. Search a grave marker for 600G.



62

A winding train bridge crosses over the east chasm of the Pig Iron Plain in southern Autumnia. Follow it north over the chasm, and when the bridge forks, follow the west fork to its end and search the blocked mine entrance for a stone-be-gone.



63

A winding train bridge crosses over the east chasm of the Pig Iron Plain in south Autumnia. Follow it north over the chasm, and when the bridge forks, follow the east fork to its end and search the blocked mine entrance for a drill screw.



64

The Pig Iron Plain in south Autumnia is split in two by a pair of deep chasms. Follow the south side of the western chasm as far as you can, and search at the end of the path for a soft scoop ice cream cone.



65

As you approach the bridge that leads from the ruins-filled south of Autumnia to the northern Pig Iron Plain (home to Hamelin), you'll spot the ruins of three interconnected houses with a giant chimney, just west of the bridge. Search the center house to find 400G.



66

In the southeast region of the north Pig Iron Plain, just south of Hamelin, there's a set of ruins with a wide chimney located between the two oil derricks. Search between the chimney and the southern building for a game pie.



67

In the southern part of the Autumnia continent, follow the ruins northwest to the westernmost wall-enclosed plateau. Search the cliff at its southern tip, just west of a small chunk of wall, to turn up a set of gaudy claws.



68

Make your way to the cliff overlooking the beach south of the ruins at the southern tip of Autumnia. From there, head north into the ruins and take a quick turn to the east to a lower walled area. Search at the dead end to the north to find a cup of strong coffee.

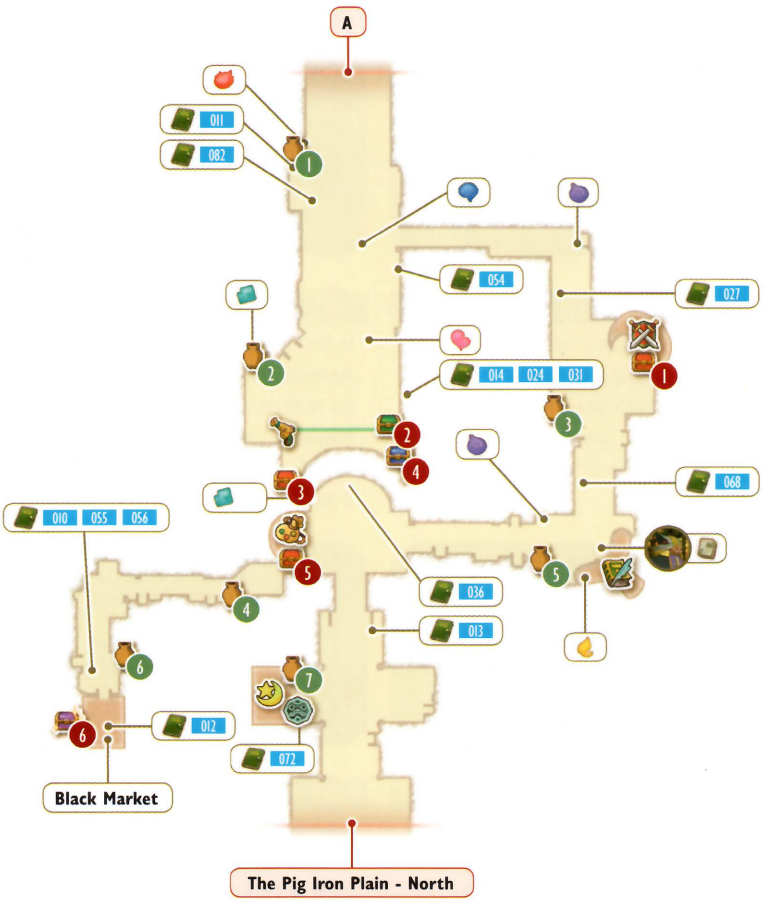


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Hamelin

Palace of the Porcine Prince

Suggested Level: 28 — x3 x1 x1 x1



Map Legend

Formula	Pot	Enthusiasm
Hootique/Peddler	Task	Belief
Cat's Cradle	Pickpocket's Pistol Point	Kindness
Swift Solutions	Cawtermaster	Love
Chest	Familiar Retreat	Confidence

Treasures (Chests)

1. Strong Coffee
2. Clockwork Cleaver
3. Confusion-Be-Gone
4. Cheeseburger
5. Nix-Be-Gone
6. Tricksy Nixy Gem

Treasures (Pots)

1. Carnation Cake
2. 30G (60%), 45G (30%), or 60G (10%)
3. Sour Sundae (33%), Salted Ice Cream (33%), or Sweetie Pie (33%)
4. Strong Coffee
5. 30G (50%), 45G (30%), or 60G (20%)
6. Babana Flan
7. Curse-Be-Gone

The Hootique

Provisions

ITEM	COST
Sandwich	100G
Cheeseburger	500G
Iced Coffee	200G
Strong Coffee	800G
Phoenix Feather	500G
Poison-Be-Gone	20G
Blindness-Be-Gone	40G
Sleep-Be-Gone	40G
Curse-Be-Gone	40G
Confusion-Be-Gone	40G
Nix-Be-Gone	60G
Stone-Be-Gone	100G

Treats

ITEM	COST
Chocolate	20G
Flan	20G
Cake	20G
Sundae	20G
Pie	20G
Ice Cream	20G

Ingredients

ITEM	COST
Dumpty Egg	50G
Crispy Lettuce	50G
Crunchy Carrot	50G
Tender Beef	60G
Yogurt	50G
Fluffy Rice	150G
Green Grapes	200G
Black Truffle	200G



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Cawtermaster

Weapons

ITEM	COST
Soldier's Sword	2,300G
Witch's Thorn	2,400G
Soldier's Spear	2,600G
Guardsman's Ax	3,000G
Tower Toppler	2,700G
Haunted Claws	2,000G

Armor

ITEM	COST
Soldier Armor	1,800G
Grunt Armor	2,400G
Soldier's Smock	1,500G
Caghoul	1,600G
Grunt Shield	2,100G

Accessories

ITEM	COST
Piercing Fangs	1,400G
Steel Scales	1,200G

30 Into the Porcine Palace

When you arrive in Hamelin, Swaine immediately bails on the party, leaving Oliver and Esther to find their own way around town. You probably don't want to do any tasks or shopping without him, so take the stairs in the eastern part of the city to reach Hamelin's northern lower level. There, Swaine will rejoin you after an event scene, and he offers a suggestion for how to sneak into the Porcine Palace at the north of the lower-level road.



With Swaine back on the team, you can enter the Black Market in the southwestern corner of the city, where the shady merchant can get you a set of pig armor that will allow you to sneak past the guards. But before you accept it, know that once you enter the palace, it might be a while before you can come back out again. So before you go any farther, you may want to pursue Hamelin's large first batch of tasks (errands 010, 011, 036, 054, 055, 056, and 072, plus bounty hunts 096 and 097), as well as speak to Horace, do some shopping, and raid the city's scattered treasure chests.



The green chest is on a third-story balcony in the main street in the northern part of the city. You can shoot it only from a lamp post across the street, even farther west than the alley with the red chest that holds a confusion-be-gone. Make sure you don't miss it; the clockwork cleaver inside is a very powerful weapon.



You can get a new batch of recipes from the man in the purple coat outside of Swift Solutions. The 11 recipes he shares include everything from treats to rare weapons and accessories.

New Formulae: 003, 005, 009, 011, 014, 019, 024, 029, 034, 039, 058, 078, 100, 116, 122



Tip

You'll find Horace looking out over the ledge northeast of the Hootique, and he's offering a reward that you won't want to miss. As always, you can communicate with him via the Spirit Talk spell, and he gets right down to business with a new *Wizard's Companion* puzzle. This time, he wants you to go to the art collage on pages 212 and 213 of the book and count the number of automata (mechanical) familiars. (The correct answer is five.) Your reward is the Chart Chests spell, which makes unclaimed pots and treasure chests in towns and dangerous places appear on your mini-map. It's a great way to find those tricky green chests in hidden caves and forest glades. appear on your mini-map.



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TASK JOURNAL—PART 9

The first batch of tasks available in Hamelin includes seven errands and two bounty hunts, although not all of them immediately appear on the board at Swift Solutions. You have to have Swaine in your party to enter the Black Market and sign up for errand 010, and completing that task is the only way to unlock errand 055, which, in turn, unlocks errand 056. Since this is a long and lucrative task chain, it's a good idea to save the city's lone kindness piece of heart for the client in errand 010, even though you have a client in the Fairyground who's been waiting for one to become available. Your fairy client is just going to have to wait a little bit longer.

ERRANDS

Task 010—A Sister's Savior

The man outside of the Black Market was supposed to make a medicine for his sick sister but can't quite bring himself to care. Fortunately, you can find someone with a bit of extra kindness walking up and down the main street in the lower part of the city. Use the Take Heart spell to get it from the donor and the Give Heart spell to improve your client's attitude. As soon as you do (completing this task), speak to the client again to sign up for errand task 055.

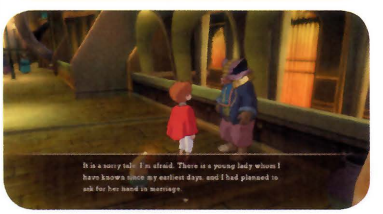
Reward:
Bottles of pixie dew x2 and 500G.



Task 011—A Proposal Postponed

Look for a man with a purple mask on the main street in the northern part of the city. He seems to be having trouble working up the courage to propose to his girlfriend, and wants your help. But courage is in short supply in Hamelin, so you'll need to wait until after you've completed the Tombstone Trail area and can teleport to Al Mamoon to get some. Even then, there won't be enough courage to go around; this guy and his poor fiancée might have to delay their marriage plans until you're able to reach the final piece of courage in a future town.

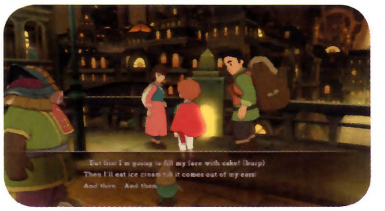
Reward:
Babana flans x3 and 500G.



Task 036—A Hearty Appetite

Those couple of traveling merchants are arguing at the railing that overlooks the lower part of town. The wife seems to be short on restraint, but luckily for her there's a veritable fountain of restraint only a few steps away: the man in the green vest who's almost directly behind the feuding wife. Use Take Heart to borrow a bit of his restraint and Give Heart to transfer it to the wife.

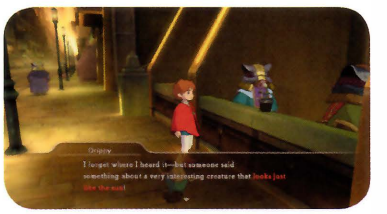
Reward:
Soft scoop ice creams x3 and 500G.



Task 054—A Flower in the Fug

In the northern part of the city, two people are talking on a ground-floor balcony on the east side of the street. When you speak to one of them, she complains that she hasn't been able to make her potted flower bloom. Examine the tiny pot on the balcony railing and use your Quicken Growth spell when prompted. When that doesn't quite do the trick, Drippy suggests you enlist a sun-like familiar—that could only be the sunshine familiar that is found exclusively in the Shimmering Sands area outside of Al Mamoon. (Note that a grandsun or any other metamorphose of a sunshine won't do the trick.) Recruit one and bring it with you when you speak to the woman again to complete this task.

Reward:
Purifying Pulse gem and 1,000G.



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Task 055—Making Medicine

After you complete task 010, the same client asks for your help with another task. This time he needs a key item known as feel-good fungus in order to complete an important recipe, and he points you to the woods west of Hamelin. The woods shouldn't be hard to spot; there's only one sizable grove of trees on this part of the continent, and it's west by southwest from Hamelin's entrance. Inside, you won't find any wild mushrooms, but you will find a native who's willing to fetch one for you. Her price: one carrot cake. If you don't have one on you, use your cauldron to make one out of a normal cake and three crunchy carrots (both ingredients can be purchased at a Hootique, including the one in Hamelin). Bring the fungus back to claim your reward and unlock the third errand in this series, errand task 056.

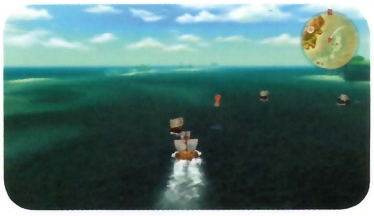
Reward: ⚙⚙⚙⚙⚙
Cappuccinos x2 and 1,000G.



Task 056—Pesky Pirates

Thanks to your completing tasks 010 and 055, the client outside of the Black Market has finally completed his medicine. Now the problem is the delivery; pirates have made the Hamelin–Castaway Cove route excessively dangerous, and you'll need to wipe them out by sinking four pirate ships. Sail southwest to Castaway Cove, and you should see a flotilla of pirate ships near the Shipwreck Shore. Attack them each in turn, as you would a normal foe, maneuvering to attack from behind when possible. (Since their ships aren't very maneuverable, back attacks are very easy to pull off.) Each of the first three ships is helmed by three or four zomboatswains, who have 1,128 HP each and no particular weaknesses or resistances. Once you've bested all three, the fourth ship appears. This one has a crew of four zomboatswains led by a cap'n zombo with 1,450 HP, so it's a pretty tough fight. If you're still aching from the previous battles, hit the Cat's Cradle inn at Castaway Cove first.

Reward: ⚙⚙⚙⚙⚙⚙
Pirate's cutlass and 1,000G.





Task 072—Mechanical Creatures

Derwin, the creature researcher you last met in Al Mamoon, is hanging out in front of the Cat's Cradle. This time, he wants your help researching a trio of mechanical creatures: a tin-man, a sprog cog, and a clinketyclank. All three can be found in the immediate area, so getting into fights with them won't be difficult. However, the odds that they'll want to join you afterwards are a low 6 percent, 8 percent, and 8 percent, respectively, so you'll likely have to fight dozens of each foe before you finally land a recruitment opportunity. Once you've bagged them all, add them to your party (or your reserves) and bring them back to the researcher to collect your reward.

Reward: ⚙⚙⚙⚙⚙
Sundrops x2, planetdrops x2, and 2,000G.





BOUNTY HUNTS

Task 096—A Ghostly Machine

Your quarry in this bounty hunt has parked itself on the center of the bridge that spans the chasm south of Hamelin. The enemy lineup consists of a high-level steam-man with around 600 HP and a pair of clinketyclanks that aren't much tougher than the ones that appear in the wilds of this area. Quickly pick off the weaker clinketyclanks before blasting the steam-man with storm-type moves for an easy win.

Reward: ⚙⚙⚙⚙
Thunderspark gem and 900G.

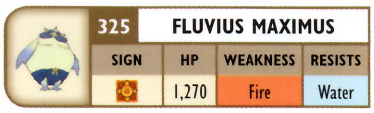


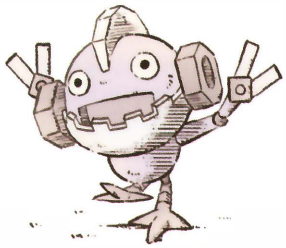
Task 097—Cliff-Top Chaos

Your target for this task is the giant white-and-blue creature wandering around the southeastern tip of the Autumnia continent. He fights alone, but you'll have a whopping 1,278 hit points to burn through. And burning through them is a fine way to proceed; fire spells and tricks work well here. But the quickest and safest way to beat the fluvius maximus is probably just to have a quick battler like your thumbelemur boost its strength with tricks (or a command like Psyche Up) and repeatedly pummel the foe.

Reward: ⚙⚙⚙⚙⚙⚙
Lightning bolt and 1,000G.







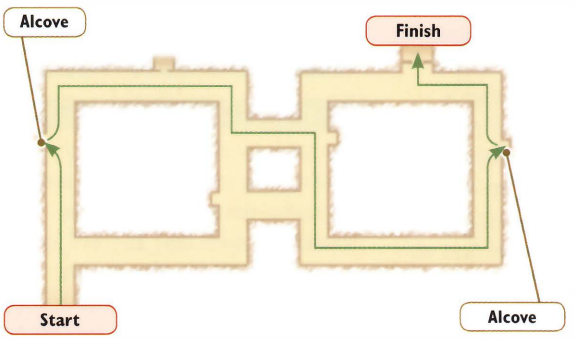
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Stealth in Pig Iron Armor

When you're ready to proceed, stay at the Cat's Cradle inn to refill your MP (and net the usual *Wizard's Companion* page), and then collect your pig armor at the Black Market.

Regions of the World

Leave the city to the north to reach the palace area, where your ruse will get you past the guards at the gate. But the guards patrolling within the Porcine Palace are a slightly brighter bunch; you must avoid their notice entirely as you make your way from the entrance in the southwest corner to your destination in the northeast corner. Use the right analog stick to look around corners, and watch the moving icons on your auto-map so you can tell when it's safe to move; you only need to worry about being in their direct line of sight, which extends only to about one-half the length of a hallway.



Wait at the first corner and look to the right to watch the guard who walks east to west along the horizontal hallway in the southwest. He'll stop halfway down the corridor and turn around to walk the other way. At that point, the guard north of you should also be moving northward , giving you a chance to run up behind him and slip into the alcove along the western wall.



When the guard turns around and walks south past your alcove, slip behind him. Run north, and then to the east, past a sealed door. Stop at the next corner and look south, where you can safely monitor the three guards who are still in your way: one who walks in a clockwise loop around the small central area of the compound and two who walk back and forth in the hallways to the northeast and east. You can't run straight to the door, since the guard to the northeast won't ever give you a chance to reach the door from the west. Instead, you have to make the loop around the eastern side of the compound and come at the door from the northeast corner.



Once the central guard has walked past you, follow him on the northern part of his loop, but don't step into the vertical hallway to the east until you're sure the guard to the north is looking away. When he is, travel south to the end of that hallway, and then east to about halfway down the horizontal hallway in the southeast corner of the map.



Wait in the center of the southeast hallway, where the guard who walks north and south along the east wall can't see you. Wait for him to reach the southeast corner of the map and turn back north, then run up and follow him until you can slip into the alcove along the east wall.



Wait for the same guard to pass you heading south, and then make your way north to the open door, pausing to make sure the guard outside that door is facing west before you make your final dash.



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Once through the door, manually save your game before dropping through the manhole to face the palace's final line of defense.





Boss: Porco Grosso

Eisenschwein Mk. X



352 Porco Grosso

HP	2,540	Weakness	Storm	Resists	Physical
Drop	Hog's Cog				
Steal	Tower Toppler				

Porco Grosso is the master of all things physical; it possesses both a variety of powerful physical attacks and heavy armor that can resist your own physical punches and sword strikes. The key to this battle is using spells and tricks, particularly the storm-type tricks known by your familiars. You should have at least two potential storm-type familiars in your party at this point: a drongo and a dumbelemur (a metamorphosed thumbelemur, which learns Whirligig at level 25), and hopefully you've picked up a few others along the way. Storm-type attacks often knock loose gold glims, so the ideal familiar will also be able to take advantage of that with a storm-type special attack, which are usually known by aves familiars like the whambat, minor byrde, and sleepeafowl, or automata familiars like clinketyclank and sprog cog. If you have any of those that are battle ready, they'll be great here, but if not, just have Oliver or Esther field the gold glims. Oliver can do plenty of damage with his Burning Heart, and the across-the-board ability boost from Esther's Crescendo is always useful against bosses.



Another way to get gold glims is with successful blocking, particularly against the Porco Salvo attack. As soon as you see Porco Grosso plotting something, activate an All-Out Defense! command and block yourself (remember that you'll need to pull back familiars like the drongo or dumbelemur, which can't block at all). It's also important to block the Road Hog move, which covers a lot of ground, but the Hog Roast can be avoided with some diligent footwork.



The one time you must block is when Porco Grosso readies its Gammon Cannon attack, which could wipe you out in one blow. Porco Grosso starts using this attack when it's down to about 30 percent of its max HP, so when you reach that point, begin healing aggressively. The Gammon Cannon can do nearly 100 points of damage, so make sure everyone has at least that much HP at all times!





Tip

If you feel like you have this boss under control, have Swaine try to steal its tower toppler. It isn't rare or anything—they're for sale locally by the Hamelin Cawtermaster—but it is a solid 2,700G value.

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31 Fifteen Years Ago...

The story takes a number of surprising turns after you defeat Porco Grosso. Cross the palace courtyard to find the prince, who may not be quite who you were expecting. After your meeting, when you return to the palace courtyard, you're enveloped in a mysterious fog that sends you back in time to when Hamelin was ruled by the previous emporer. After you discuss the situation with the emperor, he asks for your help in finding his sons and sets you free to leave the palace and return to the past version of the city when people didn't have to dress in pig armor. You can't pursue any errands at this point, but you can shop for supplies and patronize the Cat's Cradle inn, which is probably a good idea if your party is still weak from the Porco Grosso battle.



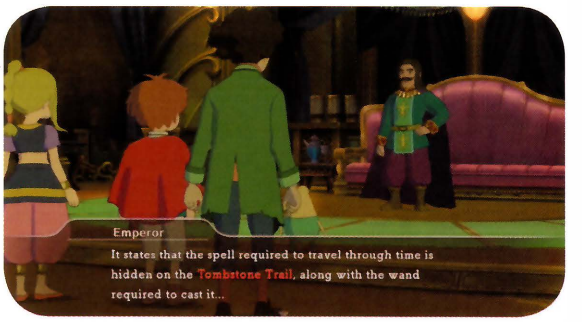
Leave town and head southeast along the mountains to the mine shaft that sits at the end of the eastern train tracks. Inside, you'll find a young Prince Marcassin and his older brother, Gascon, just as they're set upon by a vicious earth ogrrr. Step in to save them; the ogrrr is a hardy foe but shouldn't provide much of a challenge to a team that just brought down Hamelin's mightiest battle tank.



321	EARTH OGRRR		
SIGN	HP	WEAKNESS	RESISTS
	560	Fire	Storm

Escort the two princes back to the castle and then report to the emperor. The emperor teaches you how to get back to your own time, by using the Breach Time spell and a powerful magic wand named Mornstar that's sealed in the Tombstone Trail. He also gives you the Arrow of Light, which finally gives you a way to deal light-type damage to the many monsters who have that weakness.

Arrow of Light spell



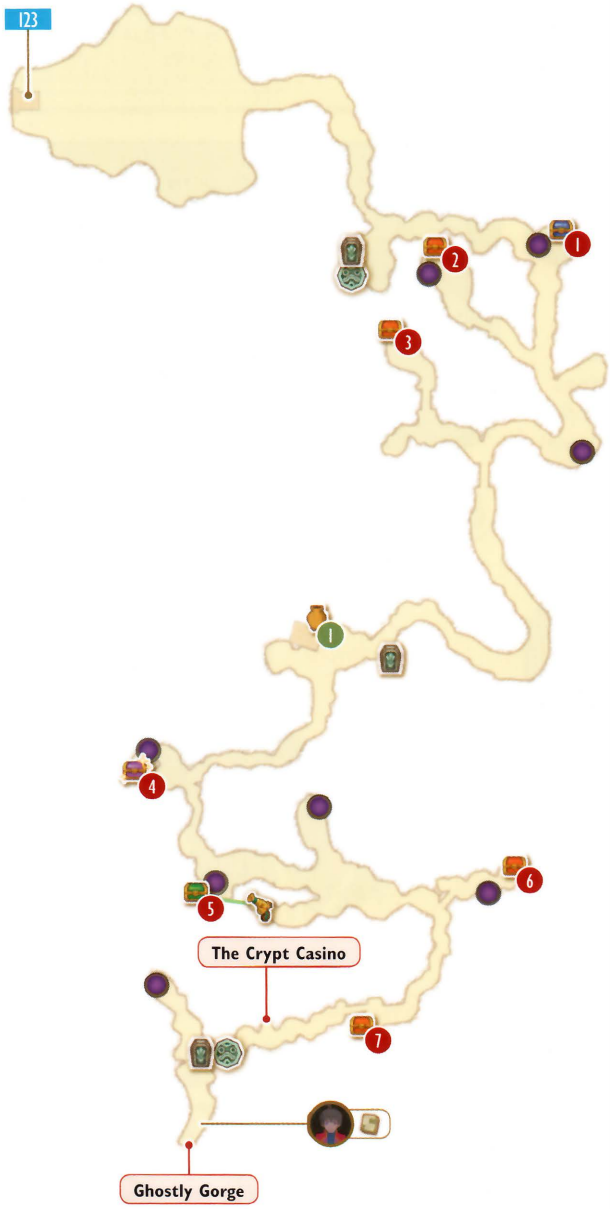


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Tombstone Trail

Wriggling Road to Ruin

Suggested Level: 30 — x4 x1 x1 x1



Map Legend

- Formula
- Chest
- Pot
- Pickpocket's Pistol Point
- Familiar Retreat
- Waystone
- Curse Spots

Tombstone Trail Creatures

258 SUNSHADE	SIGN	HP	WEAKNESS	RESISTS
		229	—	—

273 BOUGIE	SIGN	HP	WEAKNESS	RESISTS
		182	—	—

277 WISP	SIGN	HP	WEAKNESS	RESISTS
		212	Water, Light	Fire, Darkness

281 GIRLFRIEND	SIGN	HP	WEAKNESS	RESISTS
		216	Light	Dark

289 ZOMBO	SIGN	HP	WEAKNESS	RESISTS
		405	—	—

293 EGGROLL	SIGN	HP	WEAKNESS	RESISTS
		195	Light	Dark



Treasures (Chests)

1. Devil's Fang
2. Avenger's Badge
3. Misty Shroud
4. Dark Cloud Gem
5. Black Blade
6. Cheeseburger
7. Curse-Be-Gone

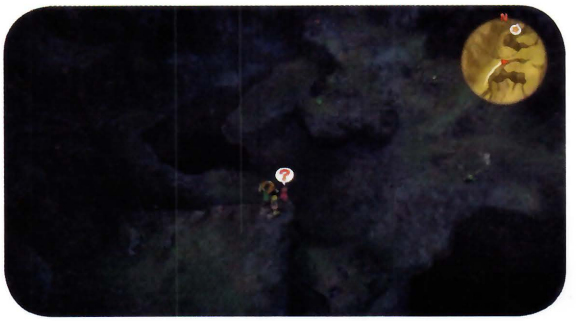
TREASURES (Pots)

1. Curse-be-Gone

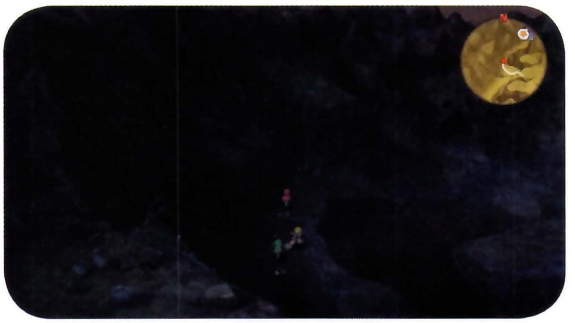
Pobrano z www.ebookgigs.eu

32 The Legendary Wand

To reach the Tombstone Trail, head west from Hamelin until you hit the mountain range that serves as the western border of the area. Follow the west wall north through the Ghostly Gorge. When the trail dead-ends at a broken land bridge, cast your Bridge spell to repair the path across.



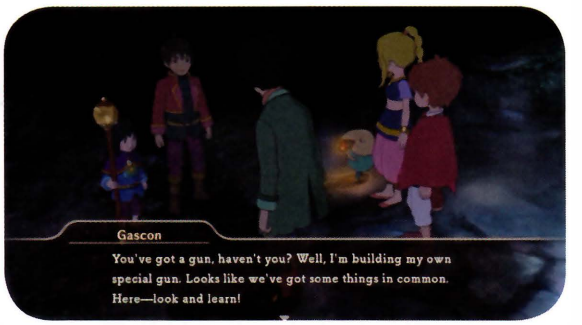
At the other side of the land bridge, move south to get around the bridge and then continue on to the twinkling point to forage a piece of raw steel, which will come in handy soon. Then travel north, following the mountains to the east until you reach a small cluster of graves at the plateau's northern tip. Search the grave markers for a suit of mirrored armor (hidden treasure 58). Then head south back to the land bridge and cross underneath it. Proceed northwest to the ghost-face entrance to the Tombstone Trail, where Princes Gascon and Marcassin are waiting to join you.



Tip

At the entrance to the trail, Prince Gascon gives Swaine a recipe for a new gun called the rogue's revolver, and you should have everything you need to alchemy it right up. The ingredient list consists of the hog's cog you got from Porco Rosso, the drill screw you got as a hidden treasure, and two pieces of raw steel, which are available at two different Autumnia forage points.





New Formula: 128



Ascending the Trail

After saving at the waystone, head east and follow the southern wall as it leads you past a locked door to a shattered bridge. Use your Rejuvenate spell to fix it, then continue on to a red chest containing a curse-be-gone.

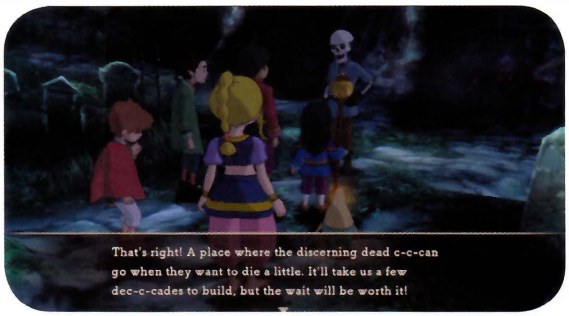


Continue up the mountain trail until you see a bridge that connects to a ledge to the east. On the other side of the bridge, you'll see a row of tombstones behind a patch of dark shadow. If the coast is clear, step on the shadow to see what happens: The entire party catches a nasty curse, slowing their movement and forcing them to start each battle with the curse condition. You can walk off this curse in a few seconds, but when enemies are nearby, hidden curse spots can potentially be very dangerous. To avoid them, stay out of patches of shadow or, if you have to cross one, cast the Levitate spell first so you can float right over it.



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Grab a cheeseburger out of a chest behind the curse spot, and then head west to where a skeleton blocks your path. He won't let the living go any farther, so you'll have to find a way to fake your death right here on the spot. Remember that Poison Apple spell that you never imagined you'd ever find a use for? Face the skeleton and give it a try! When you come to, you're on the right side of the skeletal bouncer and he even throws in a skeleton key that opens the door to an undead casino—that locked door you passed on your way up. But you can't backtrack at this point, so let's continue forward.



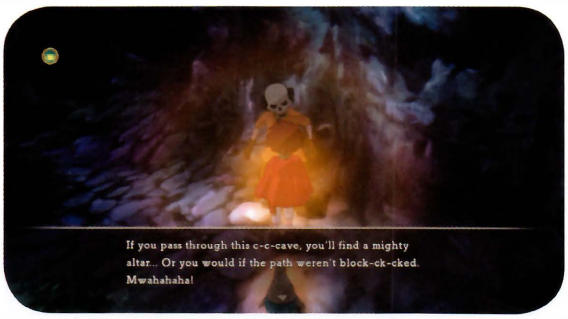
From the three-way fork at which you awaken, take the southernmost branch, which dead-ends at a set of tombstones that provide a clear shot at a green chest containing a black blade sword.

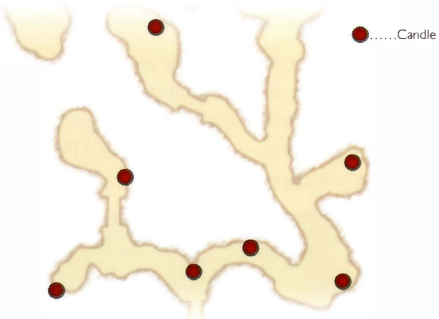


The north fork leads only to a curse spot, so weave through the tombstones and take the center fork to proceed. The trail leads you past a purple chest (watch out for a dark shadow that marks a nearby curse spot) before taking you to an old house. In that area, you'll find a curse-be-gone in a pot, another broken down robot, and a very welcome waystone.

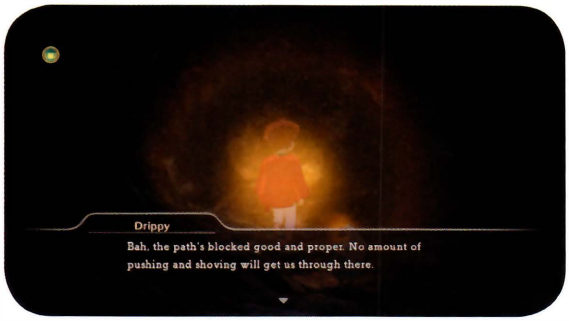


Follow the path east and then north. Eventually you enter a dark cave and have to use your Magic Lamp spell to light the way. You soon encounter another friendly skeleton who asks for your help lighting all the candles in the area. Use your Magic Lamp spell to light the one at the fork right behind him, then turn left to explore the west fork of the cave. That path splits again, and you'll find a candle in each of the paths, as well as a chest with an excellent misty shroud cloak in the upper path. Then return to the crossroads with the skeleton and head down the east fork. You pass one candle on the north well, then another in a wider cavern where the path turns to the north. Fire up your Levitate spell for that one, as it's protected by a hard-to-see curse spot. Travel a short ways north, where you can find the sixth of seven unlit candles in a side cavern to the east. When the path splits again, take the west fork, which leads to the final unlit candle and a chest with an avenger's badge accessory (but watch out for the curse spot right in front of the chest!). If you're having a hard time finding all the candles check the map for all seven locations.





Lighting the seven candles blows a hole open in the cave at the end of the east fork, allowing you to slip out to a small outdoor area with a blue chest behind a tree (and a curse spot), a waystone, a manhole, and a beautiful pumpkin patch that hosts—you guessed it—the boss of the area.



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Boss: Candelabracadabra

Ghoulish Guardian of the Great Wand's Grave



354 Candelabracadabra

HP	3,130	Weakness	Light	Resists	Fire, Dark
Drop	—				
Steal	Noble Attire				

Thanks to the royal family of Hamelin, you're now well-equipped to exploit the weakness to light shared by so many evil enemies. Sadly, Arrow of Light is not a very powerful spell, and you could probably damage Candelabracadabra more efficiently with cheaper spells from magic-focused familiars or a bum rush of physical attacks. But since light is its weakness, your arrows have a good chance of stunning Candelabracadabra or knocking loose a gold glim.



When you get a stun, immediately switch to an aggressive familiar and order an All-Out Attack! When you get a gold glim, send someone other than Oliver to grab it—Candelabracadabra is resistant to fire, so Oliver's Burning Heart is a waste of a valuable gold glim.



Most of Candelabracadabra's attacks revolve around inflicting status conditions, so there isn't much you can do to defend against them. The one exception is his powerful Wacko Lantern, which can deal a heavy amount of damage to your whole party. When you see him preparing that, switch to an All-Out Defense! as soon as possible—you won't have much time. But otherwise, just keep whittling away at his health with arrows and physical attacks.



33 Gascon and Marcassin

When you regain control of Oliver after the battle, examine the tomb directly in front of you. There you'll find the Mornstar wand, as promised, and learn the Breach Time spell. A warp point appears to the southeast, which you can use to warp directly to the world map, putting you in position for an easy walk back to Hamelin. There, after a series of event scenes, Marcassin gives you an opportunity to use the Take Heart spell to fill your locket with a new type of heart piece: belief. Then all that's left to do is cast Breach Time to return to the present, and then cast the Give Heart spell to return that sense of belief to its rightful owner.

Breach Time Spell

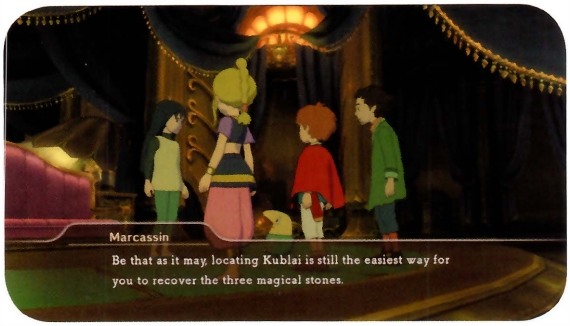


A restored Marcassin points you to your next objective: recovering a map to the three magical stones that unlock Mornstar's full power. That map was stolen by a sky pirate named Kublai. In the beloved Great Sage tradition, Marcassin throws in a stack of new spells for The *Wizard's Companion*: the magical defense-boosting Ward spell, two spells that will come in handy for solving future puzzles (Fuse and Insight), and a Travel spell that allows you to instantly return to any area you've already visited!

Marcassin also tells you about the Solosseum Series, a fight tournament held at the Temple of Trials, to which you can now Travel whenever you like.

Ward, Fuse, Insight, and Travel spells

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So what to do next? You can follow the Guiding Star and sail to Kublai's Skull Mountain headquarters, but there are plenty of other options, too. In addition to the Solosseum that Marcassin mentioned, you can now sign up for errand tasks 012–018, 77, and 82, as well as bounty hunt tasks 98–102 at Swift Solutions. A new batch of people with pieces of heart to donate have appeared—not just here in Hamelin, but also back in Ding Dong Dell, Al Mamoon, Castaway Cove, and the Fairyground, which should allow you to also finish off any older tasks in your journal. Finally, there's that casino in the Tombstone Trail that you were given a key to in the past… Might it be open in the present? (Hint: Yes.) You're also probably now strong enough to collect the hidden treasures on the Spindle, Swan Island, and Ugly Duckling Isle. And of course, Old Father Oak always appreciates a visit. Clearly, there is a boatload of optional things to do at this point. But if you're eager to get to Skull Mountain, set a course to the northwest coast of the Summerlands, and we'll meet you there.



Tip

When you visit him after completing the events in Hamelin, Old Father Oak gives you a page of The *Wizard's Companion* in addition to his usual gift (this time it's a Healing Tear gem). Even if you don't pick it up now, he'll hold onto the page until you find the time for a visit.

New Tale of Wonder—The Tree and the Stone



Rolling Bones at the Crypt Casino

The quickest way to reach the casino is to warp to the Tombstone Trail and then head east a short distance from the waystone. Inside, you'll find a lively casino full of the dead, and four different games at which to test your luck. You'll also find patrons who can tell you how many times you've died and continued, and a few ghosts to talk to with the Spirit Medium spell (not that they have anything important to say).

To play the games, buy chips at the counter for 5G apiece. Chips can't be converted back into cash but can be redeemed for valuable prizes, including rare alchemy ingredients, weapons, and armor. You can also buy tickets that can be redeemed for special familiars. New prizes become available as you proceed through the game, so the limited selection available now will expand at a later point in the story, and then again after the main story is completed.



The four games available include the traditional game of blackjack, slot machines with a few twists, an original card game called Platoon, and a game called Double Cross that's based on the Trial of Friendship from the Temple of Trials. Players with extremely good reflexes will probably find Double Cross to be the best way to make money, since it's a game of skill and not chance. The courses here are significantly harder than they were at the Temple of Trials, but once you get good at them, you can play them repeatedly for large prize purses. Players with less confidence in their double-analog skills can always save their game, bet big on the slots (machines 8 and 12 have the highest potential for massive payouts), and then reset if they don't hit a jackpot. You can bet double or nothing after every win in blackjack or Platoon, which makes these games potentially lucrative for those who are willing to master their intricacies. We'll cover the casino games in greater detail in the tasks section of this book.



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Fighting up the Solosseum Ranks

When you Travel back to the Temple of Trials, you find that the ambience has changed a lot. To give the Solosseum a try, speak to Sage Solomon, and then Umbopa. The tournament has six ranks, and at this point in the game, you'll struggle just to complete the first one. Each rank consists of three battles in a row, and your HP and MP will not be refilled between them. (If a character is defeated, he or she will be revived at 1 HP.) You can't use items at all, so one of the key strategies of the Solosseum is making sure you have plenty of HP and MP left for the final round. For best results, control Esther and focus on casting her healing spells, while allowing Swaine and Oliver to use their MP freely in the early part of each battle; then order them to conserve it until the start of the next round. The prize for clearing the first rank is a dragon tusk weapon, 2,000G, and access to the next rank—which you probably shouldn't attempt until you're quite a bit stronger.





The Autumnia Islands

Four small islands surround the continent of Autumnia, and the nine remaining hidden treasures in this region are scattered among them. One of them—the Broken Crown to the northeast—is not accessible by ship. The Spindle to the east is accessible, but you'll only be able to reach the lower half of the island, and the enemies there are tough (but beatable).

More promising are Swan Island and Ugly Duckling Isle to the northwest. These islands are populated by some very well-known creatures—mites, thumbelemurs, drongos, and several other common faces. But the most interesting creature here is one that won't be so familiar. The puffy green toko creatures on Ugly Duckling Isle (the tiny island in the southeast corner of the chain) aren't any more difficult than the other random foes here, but they're worth about 10 times as much EXP—over 2,000 points apiece. They make tiny Ugly Duckling Isle the premier destination (at this point in the game, at least) for when you need to grind for experience points.





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Sadly, the best of this area's hidden treasures are not accessible by ship, but it's well worth your time to explore Swan Island and Ugly Duckling Isle, where you can grab a handful of useful treats and provisions without too much trouble.

53

On the unnamed island west of Swan Island, search at the northernmost tip (just past the small forest) to find a cappuccino.



54

On Swan Island, travel north along the island's east coast until you hit the base of the mountains. Search there for 500G.



55

Travel west along the small island west of Swan Island. Walk across the shallow sandbar to a tiny island with a grove of trees. Search the southern part of that island for two servings of babana flan.



56

On Swan Island, travel south along the island's east coast. Search at the base of the mountains to the south, between the two groves of trees, to find two sundrops.



57

Search at the northern tip of Ugly Duckling Isle (the smaller island south of Swan Island) for a pair of ruby ripple ice cream cones.



58

This one's back on Autumnia, but only becomes accessible when you return from the past. Travel to Tombstone Trail, walk under the land bridge to the south, and then travel north, following the mountains to the east. Search the plateau's northern tip for a suit of mirrored armor.



59

Dock at the Spindle and travel inland to the east coast of the island. Follow the coast to the south until you hit a corner between the mountains and the cliffs over the sea, and search there for a bottle of pixie dew.





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TASK JOURNAL—PART 10

Returning to the present unlocks a massive batch of errands and a significant new supply of heart pieces, including the kindness heart piece that you've long needed to complete task 008 in the Fairyground. Unfortunately, there still aren't quite enough heart pieces to finish everything in your journal: You need courage to complete task 011, but task 016 also requires courage, and there's only one new piece available. Neither is a prerequisite for other tasks, so the choice is yours.

There are also five new bounty hunts available, although you may need to get up to date with your heart piece errands before you can unlock some of them. Task 098 can be completed locally, two others take place near Old Smoky, and your targets in the remaining two are near your next destination of Skull Mountain.

ERRANDS

Task 012—Asleep on the Job

An employee of the Hamelin Black Market is having trouble keeping his eyes open. Sounds like a pretty exciting job to me, so it's got to be a case of brokenheartedness. If you haven't already taken it, you can use the Take Heart spell to collect the restraint he needs from a guardsman in the southwest corner of the main street in the northern part of the city. Then cast Give Heart to cure him and earn your reward.

Reward:
Drowsy Drops gem and 500G.



Task 013—Piggy Paranoia

The city guardsman northeast of the Hamelin Cat's Cradle has lost his belief in, well, pretty much everything, and is throwing accusations around willy-nilly. Restore his faith in humanity by using the Take Heart spell to collect some belief from a man in a blue smock who's standing near the Swift Solutions building, and transfer it over with the Give Heart spell.

Reward:
Slices of game pie x3 and 500G.



Task 014—Research on the Rocks

Another Hamelin native is having a crisis of belief at his balcony in the southeast corner of the northern part of the city. Fortunately, you can collect some extra belief from a mustachioed man standing at the steps in the corner north of the Cawtermaster. Take it with Take Heart, give it with Give Heart, and collect an easy reward.

Reward:
Soft scoop ice creams x3 and 500G.



Task 015—School's In

Your client for this task is a Grimalkin girl in the northeast corner of the park in Ding Dong Dell's northern area. She's lost her enthusiasm for learning, but you should have extra enthusiasm in your Locket already from an enthusiastic balcony dweller in the northern part of Hamelin. (If not, Travel back there and use your Take Heart spell to get it now.) Cast Give Heart to cure your client and earn your prize.

Reward:
Handfuls of chocolate bonbons x3 and 750G.



Task 016—Strength to Soldier On

One of the Ding Dong Dell palace guards (located at the northern exit to the northern area) has lost his will to fight. There are two tasks that require courage and only one donor available at this point in the game, but there's a nice symmetry in using it here, since the donor is this guy's Al Mamoon counterpart—a palace guard standing in basically the same spot. Use your Take Heart and Give Heart spells to transfer the courage from one guard to the other and save the day.

Reward:
Blunt gem and 300G.



Task 017—A Suspicious Mind

Back in Al Mamoon, a man walking outside of the Swift Solutions building is paralyzed with fear that his girlfriend is cheating. That sure sounds like a crisis of belief. There are multiple sources of belief available, but let's turn to a true believer in the Fairyground for this one. You can find him right outside the Hootique; Collect his extra belief with the Take Heart spell, then Travel back to Al Mamoon and cast the Give Heart spell to share the virtue.

Reward:
Frosty flans x3 and 750G.



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Task 018—...Where the Heart Isn't

In Castaway Cove, there's a new task-giver at the north end of the bridge near the docks. He's lost his belief in his neighbors, and your Take Heart and Give Heart spells are the only possible cure. There are multiple belief donors available at this point in the game: Let's use the one near the southern entrance of the northern section of Ding Dong Dell. Her faith is more than powerful enough to restore the broken heart of the man in Castaway Cove.

Reward:
Rise and Shine gem and 750G.



Task 082—Notes from the Tracks

That guy who keeps losing his diary has—gasp!—lost his diary again. You'll find him in Hamelin, standing against a light pole in the northern part of town. This time, he claims to have lost his diary on the train tracks near a mine shaft. There are a few different possibilities, but the correct one is the short run of track that heads into a cave in the chasm southwest of Hamelin. Search just outside of the tunnel to find the diary, and return it for the usual generous reward.

Reward:
Gaudy claws and 1,000G.



Task 077—The Forest Alchemists

This task is quite a ways off the beaten path. To find the client, return to the Shipwreck Shore, enter through the natural arch on the beach (which was previously blocked by a giant collum, one of your bounty hunt targets), and circle around the cliffs to the west to get on top of the arch. Continue east into the grove of trees, where you'll find a hidden forest glade with red, green, and purple chests and a client who wants you to help him alchemize a royal spear. The ingredients he alludes to in his vague description are actually jade marble, shadowglass, and raw steel—you'll need two of each to complete the recipe. You can forage raw steel and shadowglass from twinkling points outside of Hamelin, but the jade marble won't be easy. Jade marbles are harvestable at the Shimmering Sands and the Spindle (the island east of Autumnia), but both foraging points are inaccessible at the moment; you'll need some way to fly to them. If you really want to clear this task now, your one shot is stealing them from the pike tykes on the Spindle. Your odds of getting one are only about 20 percent, but those are the best odds of getting a jade marble at this point in the game. When you have all six ingredients, add them together to generate a royal spear, and bring it to your client. He lets you keep the spear, gives you some rare ingredients as a reward, and teaches you a whole bunch of new formulae to boot!

Reward:
Fogdrops x2, coldstones x2, and 1,500G.

New Formulae: 047, 064, 065, 072, 073, 081, 085, 091, 095, 101, 106, 113, 121



Tip

The coldstone the client of task 77 gives you is probably the last ingredient you need to start making phoenix breath, a very useful provision that can resurrect your entire party.

BOUNTY HUNTS

Task 098—Causing a Stink

From Hamelin, travel west to the Ghostly Gorge, then travel north along the mountain range on the east side of the valley; the purple monster at the tip of that easternmost ridge is your target. Its attacks inflict random status conditions on your team, but if you're using a storm-type familiar to do the brunt of the work, you don't need to worry about that so much. Just send a pair of melee fighters to keep the fug busy while your best storm-user blasts it from afar.

Reward:
Poisoner's horn and 1,200G.



309	FUG		
SIGN	HP	WEAKNESS	RESISTS
	1,324	Storm	Water



Task 099—Magmadder then Ever

To find your quarry in this bounty hunt, cast Travel to warp to Old Smoky and walk halfway up the mountain, to a point near the second waystone (which you can use to heal up if you took any hits on the way up). Your target is a magmadame, a faster and deadlier version of the magmoiselle you battled here previously. The magmadame's deadliest attacks are fire-based, so if you have battle-ready, fire-resistant familiars like the hurly, sunshine, ruff, small fry, turbandit, purrloiner, wisp, or sprog cog (or their metamorphose forms), they'll be especially effective here. Elemental trick familiars are particularly good as well (especially water-type ones, of course), as they allow you to fan out your troops so the magmadame can't hit multiple ones with her Hot Huff move.

Reward:
Firewall gem and 1,500G.



302	MAGMADAME		
SIGN	HP	WEAKNESS	RESISTS
	1,732	Water	Fire



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Task 100—Shell on Earth

Land at the beach on the western coast of the Summerlands, near Skull Mountain. Travel east from the landing, then use a rock bridge to cross the river to the north. Follow the river northwest, and you'll soon spot the giant turtle that's the target of this bounty hunt. As you might expect from its appearance, your foe is a hardy creature, with unusually high levels of both defense and magic defense. Attack buffs like your mite's War Cry trick and magic attack buffs like Esther's Cheer song will help your attackers pierce the shellraiser's shell and get in some actual damage.

Reward: Cappuccinos x3 and 1,500G.



329	SHELLRAISER		
SIGN	HP	WEAKNESS	RESISTS
	1,680	—	Water



Task 101—Splash Damage

Your quarry in this hunt is the giant whale that's circling Russet Isle, the small but wide island west of the Summerlands, and just southwest of the beach where you dock for Skull Mountain. As with all of the whales you've fought previously, a few good storm-type familiars are all you need to blast this guy out of the sea. Keep the rest of your team focused on aggressive melee strikes so they can cancel the foe's Waterspout trick if he ever pauses to use it.

Reward: Noble attire and 1,500G.



306	BLUBBER BUBBLER		
SIGN	HP	WEAKNESS	RESISTS
	1,732	Storm	Water



Task 102—Fiery Giant

To unlock this task, you first need to have found at least four courage pieces of heart. Once you've signed up, Travel to Old Smoky, but this time leave the area and return to the world map; your target is actually hanging around on the trail that leads to the volcano. As in the magmadame battle, water-type familiars work great here, but you'll want at least one character providing healing to anyone who gets wounded. The fire ogrrr's Rockfall move can kill a character out of nowhere if their HP is allowed to fall too far.

Reward: Pure steel armor and 1,500G.



324	FIRE OGRRR		
SIGN	HP	WEAKNESS	RESISTS
	1,780	Water	Fire



Making Friends at the Hermit's Shell



Places of Interest

- I Forest Glade
- II Hermitage
- III Forest Glade

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We've yet to visit the area west of Castaway Cove, in the southwest corner of the map. It's a region that consists of four islands, one of which is buried under a deep fog that makes it unreachable even by air. The enemies on the other islands and in the surrounding seas are extremely difficult, and I wouldn't recommend you attempt to visit Bungler's Bay (in the east) and Turtle Crag (in the northwest) at this point in the game. However, one island has no enemies to face and conceals a small town-like area where you can reap rewards by doing small tasks. It's called the Hermit's Shell, and it's the small island in the southwest corner of the map.



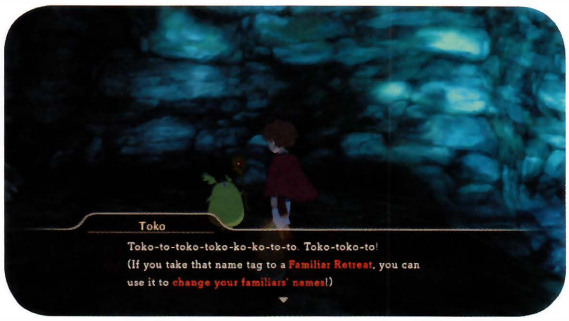
To reach it, sail northeast from Hamelin, or cast Travel to reach Castaway Cove and sail west. You can enter the island's hidden cove through a small arch in its southeast corner. Grab a meteorite fragment from a twinkling point in one corner of the beach and a hidden treasure of a Rise and Shine gem in the opposite corner, and then head inside the "Hermitage" cave. There you can find a purple chest you can't yet open, and a green chest that's sunk in the icy water in the northeast part of the cave; stand at the water's edge, so the jackpotty is staring at your back, to shoot the chest and pilfer a Healing Tear gem.

The main attraction here is the dozen or so creatures you can speak with by using the Nature's Tongue spell. Virtually all of them want something from you, and are willing to give you items in exchange.





- **The puss in boats wants two well-worn swords. You probably have them on hand from past hidden treasures, but you can buy them in Ding Dong Dell if necessary. In exchange, he gives you a Poison Pinch gem.**
- **The sea, lagoon, and lesser spotted naiads want you to cater their party with two carnation cakes and a carrot cake. If you don't have any on hand, you can use your cauldron to make them out of fairly common ingredients (which are sold at most Hootiques). They return the favor with a bottle of sage's secret.**
- **The lonely duncecap in the east corner wants to meet another mushroom familiar. You can find napcaps in the Golden Grove, and they're very easy to recruit (a 25 percent chance). Return with the napcap in your party or reserves and the duncecap will give you five glowcaps.**
- **The clinketyclank that's wandering around in the center of the cave wants three sprockets. You should have found two as hidden treasures on Teeheeti, and you may have already picked up a third by battling sprog cogs in southern Autumnia. (If not, battle them now, and double your odds of getting one by having Swaine attempt to steal it.) In exchange, the clinketyclank will give you a Thunderspark gem.**
- **The jackpotty by the water's edge wants to meet a potty. You can catch one in the enemy encounters that occur at sea, either at the southeast coast of the Summerlands or the northwest coast of Autumnia. Your reward for doing so is three bottles of pixie dew.**
- **Finally, if you can satisfy all of the other familiars' requests, the tokotoko in the northern part of the cove will give you the name tag item, which allows you to freely change the names of your familiars from within the Familiar Retreat.**



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Chapter 5—The Magic Stones

Oliver and his companions have claimed Mornstar, but still lack the three magic stones needed to unlock the wand's full potential. Before they can begin their world-trotting expedition to find the missing stones, they need to get a map—and the only known copy is in the hands of the notorious sky pirate, Kublai, of Skull Mountain.

Skull Mountain



Places of Interest

- I The Glittering Grotto
- II Skull Mountain
- III Forest Glade
- IV Yule
- V Sleety Hollow
- VI Forest Glade
- VII Forest Glade

Skull Mountain/The Barrens/Russet Isle Hidden Treasures

- 72 Cappuccino
- 73 Stardrop
- 73 500G
- 75 Thunderspark Gem*
- 76 Poisoner's Horn*

* Not yet accessible

Skull Mountain/The Barrens/Russet Isle Forage Points

- 6 Drill Screw
- 9 Fogdrop
- 10 Jade Marble

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Skull Mountain/The Barrens Creatures

002 BIGHORN			
SIGN	HP	WEAKNESS	RESISTS
	246	—	Physical

078 MAJOR BYRDE			
SIGN	HP	WEAKNESS	RESISTS
	239	—	—

142 HOT COG			
SIGN	HP	WEAKNESS	RESISTS
	287	Water	Fire

006 CUTPURRSE			
SIGN	HP	WEAKNESS	RESISTS
	250	Water	Fire

129 DINKEY			
SIGN	HP	WEAKNESS	RESISTS
	283	Water	Storm

175 SOLDIER BUMBLER			
SIGN	HP	WEAKNESS	RESISTS
	232	Fire	Storm

010 GOBFATHER			
SIGN	HP	WEAKNESS	RESISTS
	259	—	—

134 SPITOOLIGAN			
SIGN	HP	WEAKNESS	RESISTS
	224	Water	Fire

270 BIGGER BOGGLE			
SIGN	HP	WEAKNESS	RESISTS
	277	Storm	—

Russet Isle Creatures

107 HORRID FLORET			
SIGN	HP	WEAKNESS	RESISTS
	363	Water	—

179 SNAPTRAP			
SIGN	HP	WEAKNESS	RESISTS
	366	Fire	—

190 WINCY			
SIGN	HP	WEAKNESS	RESISTS
	386	Fire	—

34 King of the Sky Pirates

To reach Skull Mountain, sail to the wide beach on the northwest coast of the Summerlands. Leave your ship at the beach and travel inland, crossing the muddy stream to the east. On the way, you'll pass a few hidden treasures and the creature that's your target in bounty hunt task 100, but other than that, there isn't much to see in this corner of the Summerlands. After crossing the rivers to the east, be on the lookout for a stone bridge that will allow you to cross the wider river to the north. Bear east as you travel north, and you'll soon see the unmistakable entrance to the pirate's Skull Mountain headquarters looming ahead of you.



HIDDEN TREASURES IN THE SKULL MOUNTAIN AREA

There are several hidden items in this region of the world, but for now we'll focus on the three that are directly on the path to Kublai's Skull Mountain lair. We'll return for the items in the Barrens (the strip of coastline south of the Skull Mountain area) and Russet Isle (the area off its coast to the west) after settling matters with Kublai.

72

From the landing beach on the west coast of the Summerlands, cross the river to the south and continue to follow the coast south. Search just south of the first thicket of trees you pass along the cliff's edge to find a mug of cappuccino.



73

From the landing beach on the west coast of the Summerlands, head east until you hit a small elevated ridge sandwiched between the mountains to the south and the river to the north. Search the larger of the two giant boulders south of the ridge to find a stardrop.



74

Follow the river south of Skull Mountain, bear left and follow the river to a dead end just south of a waterfall. Search the large boulder at the dead end to turn up 500G.

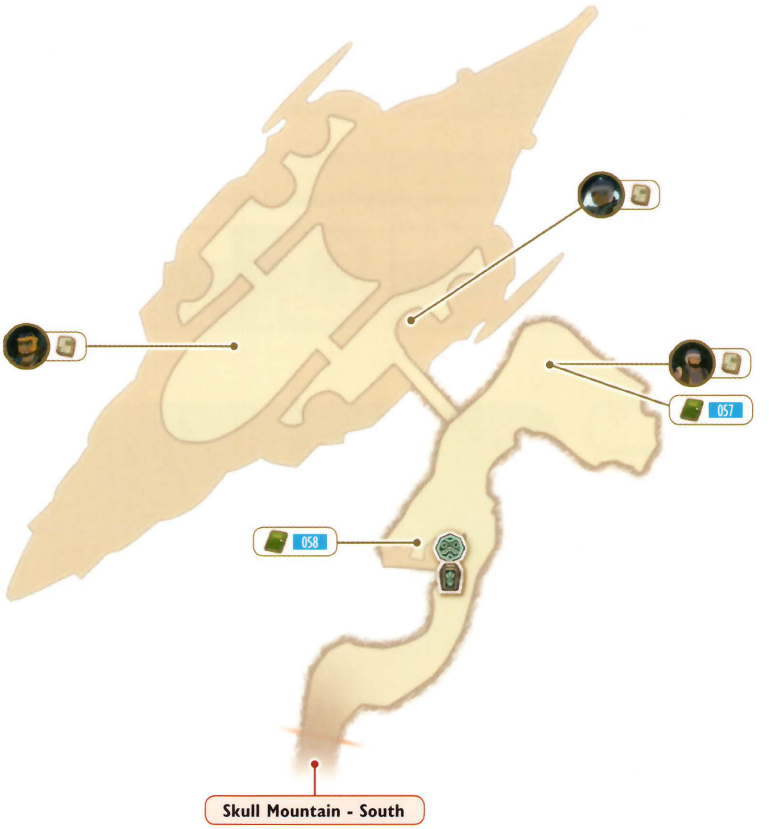


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Skull Mountain

Den of the Sky Pirate

Suggested Level: 34 | x0 | x0 | x0 | x0



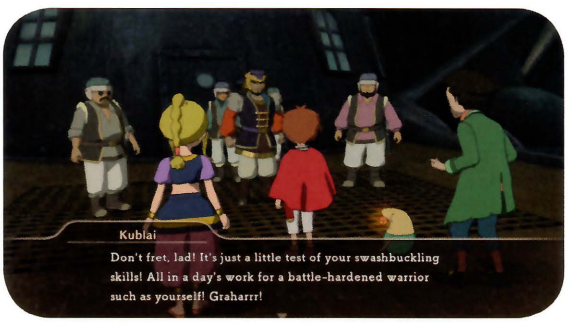
Map Legend

- Formula
- Chest
- Task
- Familiar Retreat
- Waystone



Kublai's Challenge

Skull Mountain is not the heavily defended fortress you might have imagined. You can walk right inside, save at a waystone, and step straight onto the deck of the *Iron Wyvern*—Kublai's legendary ship—in search of the man himself. Kublai seems to be willing to hear you out, but first Oliver must prove that he is who he claims to be by bringing down the Red Dragon, who swoops in from above.



Boss: Red Dragon

The Scarlet Sentinel



356 Red Dragon

HP	4,350	Weakness	Water, Storm	Resists	Fire
Drop	—				
Steal	Dragon Tusk				

There isn't too much we can tell you about the Red Dragon that you won't hear from Drippy, who knows exactly how to win this fight. At the beginning of the battle, Red Dragon casts Dragon Scales to sharply boost its magical defense. Throw an army of melee attackers at it to pound it with physical strikes, and watch its life bar in the corner of the screen so you can see exactly when that magical defense boost ends.

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That's when you need to switch to Swaine and blast the Red Dragon with his poison-inflicting Rotshot. Not only will Rotshot do a ton of damage immediately, but the lingering effects of poison will continue to inflict damage. Better still, the poison will stun the dragon, giving you a chance to order an All-Out Attack! for even more damage. Keep watching its life bar so you can use Rotshot again as soon as it runs out, provided the dragon hasn't cast another Dragon Scales spell.



With poison being so effective and physical attacks offering a chance to cancel the dragon's lengthy trick performing periods, it's easier to use melee attackers than to try to exploit the dragon's weakness to water and storm spells. Just make sure to keep an eye on your troops' positions; your foe's Dragonbreath move will leave large swaths of the battlefield aflame, and your NPC-controlled allies aren't always bright enough to stay out of the way. When one of your fighters wanders into the flame, block the initial onslaught and take control of its leader to yank it out in a hurry.



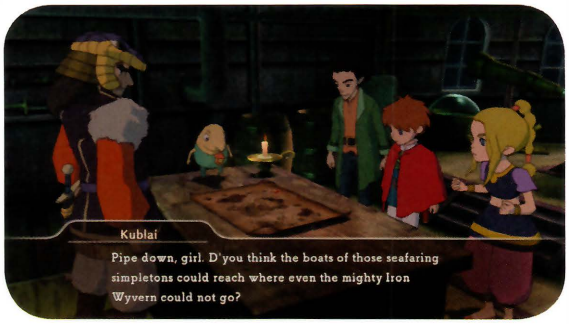
Tip

If you haven't already won a dragon tusk by beating the first round of the Solosseum, or if you have multiple horn/claw-wielding familiars in your party, don't miss the chance to have Swaine swipe one here!

35 A Flightless Dragon

Kublai turns out to be a pretty reasonable guy, outside of the whole testing people by attacking them with dragons thing. Speak to him on the deck of the *Iron Wyvern* to learn the location of your next objective, then go speak to his henchman on the lower part of the vessel, who will give you a stack of new formulae for your alchemy cauldron. These scurvy pirates sure are friendly once you get to know them!

New Formulae: 015, 020, 025, 030, 035, 040, 070, 079, 087, 090, 103, 111, 124



Kublai keeps a dragon named Tengri in his lair, but the dragon has become mysteriously despondent and will no longer fly. Use your Nature's Tongue spell to speak to the dragon, and then report back to Kublai and tell him what you've learned. It becomes pretty clear that the cure for Tengri's ills will not be found in this world. As he sends you on your way, Kublai gives you a jumbo sundrop, which will allow you to metamorphose one of your familiars to its ultimate form (of which you have two choices), along with a new formula. If you're hurt from the Red Dragon fight, take advantage of his waystone before you leave the other world in search of Tengri's cure.

New Formula: 043



Tip

At this point in the game, having one of your familiars metamorphose will set it back significantly. In the long run, you do want to metamorphose your troops, but it's important to do it strategically so it doesn't impair your combat ability. It's best to metamorphose your familiars only one or two at a time, and only after major boss fights. You probably want to hold on to this jumbo sundrop until you've completed your current story quest.



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Cast Gateway to return to Motorville, and then travel west to Leila's Milk Bar, where Myrtle waits outside. After catching up with her, you meet a dog named Genghis, whom you can speak to using the Nature's Tongue spell. Genghis wants your help, urgently, but doesn't have a lot of details to share. Follow him back to his master, who's at a house in the southeast corner of town. Genghis is lying on the front path with a Nature's Tongue icon over his head, but save your game before you go up and speak to him. As soon as you do, you trigger a chain of events that ends in another Nightmare fight.



Boss: Denny's Nightmare

Void of Confidence



358 Denny's Nightmare

HP	3,850	Weakness	Light	Resists	Dark
Drop	—				
Steal	—				

Denny's Nightmare has two tricks. The first is the sleep-inflicting Restless Sleep; if you notice it in time, this can be a good time to use an All-Out Attack! Having a character go to sleep isn't a problem itself, but the fact that sleeping characters can't block the Nightmare's other trick definitely is. Make sure to use a sleep-be-gone or spell to wake your comrade before the Nightmare performs its other trick, Oil Spill. This trick will hit everyone in your party for a staggering 80–100 points of damage if you don't defend against it.

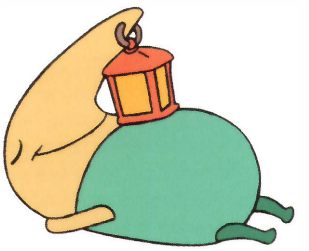


The best strategy for defeating Denny's Nightmare can be summed up in two words: All-Out Defense! Or is that three words? Regardless, correctly timing a shift to an All-Out Defense! is the difference between a winnable battle and almost certain death. Begin the battle by ordering Esther to focus on healing, and make sure she never runs out of MP with which to do so. Oliver can send out melee fighters or blast away from a distance with Arrow of Light spells, while Swaine should be given your best familiars to deploy (but only use ones who are capable of defending).



Denny's Nightmare typically performs a trick immediately after it teleports, and there usually won't be enough time to wait and see which one it is; as soon as you see him teleport, hit ■ to order an All-Out Defense! while manually ordering your current character to defend. If Denny's Nightmare performs Restless Sleep, defending won't do all that much, but if he performs Oil Spill, it will cut the damage by 75 percent and knock out glims like candy from a piñata. Gold glims are very easy to get this way, and those will be the main source of the damage you inflict upon Denny's Nightmare. Experiment with your familiars to see which one does the most—Swaine's hurly is usually a great choice.





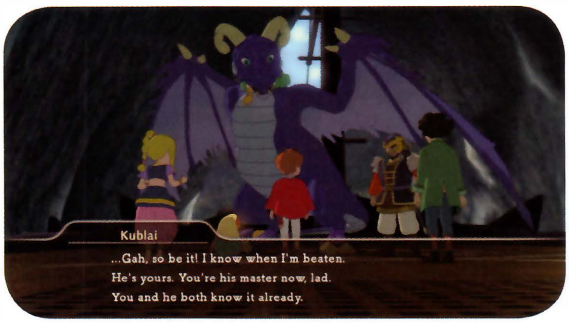
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A New Cure for a Broken Heart

You've freed Denny, but you still haven't mended his broken heart. What Denny lacks is confidence, and it's hard to imagine a more confident man than good ol' Captain Kublai. Gateway back the the other world where you can find him on the deck of the *Iron Wyvern*. Cast Take Heart to extract what you need, and Kublai will throw in a few spells for *The Wizard's Companion*: Quake and Seek Fortune. Quake has no in-game use, but Seek Fortune can be used anywhere on the game's overworld map to illuminate hidden treasures. That'll make it easy to find whatever treasures you've missed, but now is not the time for fortune-seeking; you need to cast Gateway to warp back to Motorville, and then cast Give Heart to put Denny back to normal.



A grateful Denny goes bounding off to who-knows-where, but it's Myrtle you need to follow—back to Leila's Milk Bar. There, Pea gives you a cryptic warning and disappears, concluding your business in Motorville. Cast Gateway to return to Skull Mountain, where you find that Tengri is… gone? Ask Kublai what happened, and before you know it, you'll be riding a dragon through the skies of the other world. Pretty sweet deal!



Quake and Seek Fortune Spells

36 On Tengri's Broad Back

Virtually the entire world is now open to you, but before you go exploring, heed Kublai's advice and take a quick test flight down to the area marked on his treasure map. It's called Solitary Isle, and it's just southeast of Teeheeti. Park your dragon by pressing ● to bring up landing crosshairs, moving them over the island until they turn blue, and pressing ✕ to confirm your target. Once you've landed, you'll discover a stone marker with a mysterious inscription.



Read it, then cast Travel to return to Skull Mountain and ask Kublai to help decipher it. He can't give you a conclusive answer, but once he spreads out the map for you, *The Wizard's Companion* can: Cast Insight to illuminate the three destinations at which the magic stones have been sealed.





Tip

While on Solitary Isle, search behind the stone marker to turn up a Thunderstorm gem, the last remaining hidden treasure (52) in the southeastern sea.



So what's next? You have the three magical stones to collect, scores of hidden treasures to find, and a huge new batch of tasks—errands 019, 021–024 and 057–058, and bounty hunts 103–105. As always, the choice is yours!

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TASK JOURNAL—PART 11

Now that you've gained the ability to solve crises of confidence, you'll find residents suffering from that particular flavor of brokenheartedness all over the world. Fortunately, you can usually find the heart pieces you need nearby. The two most substantial new tasks in this batch are offered by Kublai's henchmen in Skull Mountain; don't overlook them as you do your Travel tour of the game's townships.

ERRANDS

Task 019—With Friends Like These

In the northern part of Ding Dong Dell, the Grimalkin girl outside of the passage that leads to the small park is suffering from an acute lack of kindness. Sadly, this heart piece isn't available at the moment, so you'll need to return here after finding one in the city of Yule a bit later in the game.

Reward: ♔♔♔
Cheeseburgers x3 and 1,000G.



Task 021—A Tail of Woe

A brokenhearted Grimalkin man wandering along the east wall in the northern part of Ding Dong Dell needs a shot of confidence. You can get the confidence he needs by casting your Take Heart spell on the old woman selling purple fruit on the street west of the entrance to Ding Dong Dell. Give that to your client with the Give Heart spell to earn a trio of breeze cakes and, as a bonus, the recipe for a jumbo stardrop.

Reward: ♔♔♔
Breeze cakes x3 and 1,000G.

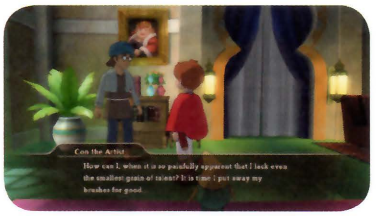
New Formula: 044



Task 022—Artist's Block

The artist in the Al Mamoon Cat's Cradle inn has lost confidence in his talent. To find the needed piece of heart, look no further than the textiles merchant outside of Al Mamoon's Hootique. Use your Take Heart spell to collect the piece and your Give Heart spell to transfer it back to the artist.

Reward: ♔♔♔
Phoenix tear and 1,000G.



Task 023—Comedy Gold

A tiny fairy standing on the counter of a kiosk between the Fairyground's Cat's Cradle inn and Swift Solutions has lost—you guessed it—his confidence. Sadly, tasks 021, 022, and 024 take all the available confidence at this point in the game, so you'll need to come back to finish this one after finding an extra shot of confidence in the town of Yule.

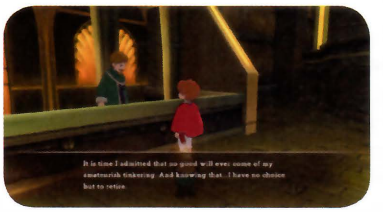
Reward: ♔♔♔
Slices of game pie x3 and 1,000G.



Task 024—A Crisis of Confidence

On the wide street in the northern part of Hamelin, a researcher in one of the ground-floor balconies is in desperate need of confidence. Fortunately, you can use the Take Heart and Give Heart spells to get all the confidence you need from a customer in Hamelin's own Swift Solutions shop.

Reward: ♔♔♔
Sage's secret and 1,000G.



Task 057—The Mechanic's Lament

The pirate in the northern part of the Skull Mountain cave is struggling with some mechanical repairs. Oliver thinks he knows just the man to help: Myrtle's dad, Rusty, back in Motorville. Collect the parts from the client and cast Gateway to return to Motorville. Travel to the road that runs along the southern edge of the city, then travel west to find Rusty's garage. You'll find him inside, and he happily helps with the repairs. Use Gateway to return to Skull Mountain and bring the repaired parts to your client. In addition to your reward, the grateful pirate throws in the formula for making jumbo moondrops.

Reward: ♔♔♔♔
Stout armor and 1,500G.

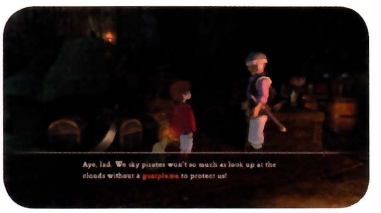
New Formula: 045



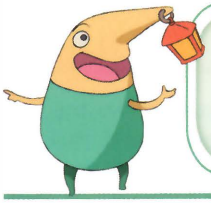
Task 058—The Sky Pirate's Charm

The pirate near the waystone in Skull Mountain has lost the gustplume that he treasures as a lucky charm. Don't waste a lot of time looking for it: Just go outside and hunt for a major byrde in the wilds outside of Skull Mountain. Major byrdes have a small chance of dropping one and offer Swaine a solid 20 percent chance of stealing one. The client suggests you try to get one from a beachhead, but that would take a whole lot longer, since they have only a 5 percent chance of dropping one and it's not one of their stealable items. The major byrde offers the best odds you'll find anywhere nearby.

Reward: ♔♔♔♔
Whirligig gem and 1,500G.



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Tip

You may want to steal a few more gustplumes, as they're great ingredients for alchemy. One extra should allow you to complete formula 124 and make a storm-boosting storm seal accessory.



BOUNTY HUNTS

Task 103—Bewitched by a Beast

Your target in this bounty hunt is a dualynx in the northern part of the Autumnia continent, at the end of the long path that begins on the continent's northwest beach. (If you've made it to Perdida, it's a quick dragon hop northwest of the city.) The dualynx is backed up by a trio of auroralynxes, so begin this fight by using powerful area-effect spells and tricks to maximize your damage potential, and then pick off the auroralynxes before they can erase your damage with healing spells. The dualynx has no particular weaknesses, but the auroralynxes are weak to dark-type tricks, which certain familiars may be able to take advantage of.

Reward: ⚜⚜⚜⚜
Mystic robes and 1,500G.



Task 104—Catch the Fleeing Fiend

Your target for this bounty hunt is in the Barrens, a coastal chunk of the Summerlands that's south of the Skull Mountain area and accessible only by dragon. There, by the river to the east, you'll see a giant tempestus majora. It has a ton of hit points for you to chew through, but it isn't a particularly aggressive foe. Use fire-type spells and attacks and make sure to keep your party's HP up so you'll always have the numerical advantage.

Reward: ⚜⚜⚜⚜⚜⚜
Stout armor and 2,000G.





326	TEMPESTUS MAJORA		
SIGN	HP	WEAKNESS	RESISTS
	2,520	Fire	Water

Task 105—An Island in Crisis

Your target in this task, a dusty fug, is on the small island west of Swan Island (which is north of Ding Dong Dell and northwest of Hamelin). This creature has a strong affinity for poison, so your poison-resistant mite and hurly familiars will be quite strong here, as will any automata or vermes familiars you may have in battle-ready condition. But while your poison-resistant familiars will make good distractions, it's your storm-type familiars that will win the day. Field at least two so you can rotate between them, and use magical attack–boosting tricks or songs to make sure their hits hurt.

Reward: ⚜⚜⚜⚜⚜⚜
Medal of dexterity and 2,000G.





310	DUSTY FUG		
SIGN	HP	WEAKNESS	RESISTS
	2,660	Storm	Water



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TENGRI'S TREASURE HUNT

Now that Tengri has given you the ability to land on (almost) any landmass in the game, you can return to all of the previous regions you've visited and pick up whatever hidden treasures were inaccessible before. And thanks to your new Seek Fortune spell, finding treasures is a whole lot easier than it used to be. To make sure you don't miss any, we'll go through them area by area.

THE WEST COAST OF THE SUMMERLANDS

Let's start locally, in the otherwise inaccessible patch of Summerlands coastland known as the Barrens, and Russet Isle off its west coast. To reach the Barrens, just fly south from Skull Mountain and land after crossing the mountain range. Here you'll find two hidden treasures and your target for bounty hunt 104. There's also a pair of twinkling forage points; the one in the southwest corner of the region holds one of the jade marbles that you need to complete task 077. Next, if you haven't already visited Russet Isle to the southwest, now's a good time to fly over and claim a pair of treasures and visit a hidden forest area. But be careful: The enemies on the island are pretty tough. Avoid combat if you can and go all-out with your best moves if you can't.

Hidden Treasure on Russet Isle and the Barrens

75

Walk to the top of the rocky ridge in the northwest section of the Barrens and search its tip for a Thunderspark gem.



76

From the southeast corner of the Barrens, walk east along the coastline until you end up at the base of a ridge to the west. Search there for a poisoner's horn.



77

Search the eastern tip of Russet Isle (the island northwest of Old Smoky and southwest of Skull Mountain) to find a Slow Poke gem.



78

A small bay cuts into the center of Russet Isle, leaving the surrounding cliffs in a horseshoe shape. Search the northern tip of the west cliff, where the cliff juts out over the sea, to find three sturdy shinbones.



* Please refer to the map on p. 178 for details.

Hidden Forest Glade on Russet Isle

To find the hidden forest in Russet Isle, travel into the grove of golden trees that are surrounded by low cliffs in the western part of the island. Inside is the usual set of red, purple, and green chests. The red chest contains a toadstool sundae, and the green chest is atop the rocky arch that separates the southern and northern part of the forest. Stand near the giant mushrooms in the southern part to shoot it and collect a rare phoenix breath provision.



Map Legend

- Chest
- Pickpocket's Pistol Point

Treasures

1. Toadstool Sundae
2. Beast-Hide Cloak (not accessible)
3. Phoenix Breath



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Hidden Treasure West of Deep Dark Wood

Soar east over the mountains to the northern Summerlands, where your adventure began. Now that you have Tengri, you can reach three treasures and four foraging points you missed the first time. There are two wide stone buttes on the west side of the gorge that splits the area off from the Deep Dark Wood; have Tengri land on the southern of the two buttes to find a foraging point with another jade marble. Then have Tengri pick you up and set you right back down in the valley west of that butte, where you can find three hidden treasures. (We've done our best to describe them, but you'll definitely want to fire up the Seek Fortune spell here, as these chests aren't near any obvious landmarks.)

12

At the northern end of the Summerlands' northwest valley, there's a twinkling forage point where you can pick a rings-a-bell. Just a few steps to the west of it, search where the tree line hits the grass to turn up a planetdrop.



13

In the Summerlands' northwest valley, travel north from the lake that pours into the chasm. When the valley splits into a lower section and an upper section, walk along the east rim of the dead-end trail on the upper section and search at its tip to uncover a babana flan.



14

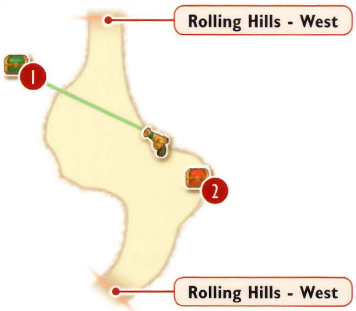
Search at the southern tip of the Summerlands' northwest valley, just north of the lake that pours into the chasm, to uncover a wildflower sundae.



* Please refer to the map on p. 74 for details.

Hidden Forest Glade West of the Deep Dark Wood

There's also a hidden forest glade in the westernmost part of the valley, in the southernmost thicket of trees. There you can claim a bunch of slumbernot leaves from a red chest. Take a few steps to the northwest from the red chest to find a spot from which you can shoot the green chest (which holds a bottle of pixie dew) atop the giant green statue. If you like, you can also have Tengri take you to the raised plateau north of the Deep Dark Wood. You can encounter some rare creatures and forage a few items from twinkling points there, but there are no hidden areas or treasures to find.



Map Legend

- Chest
- Pickpocket's Pistol Point

Treasures

1. Pixie Dew
2. Slumbernot Leaves





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THE RIM OF THE SHIMMERING SANDS

Next, travel south to the rocky wall of cylindrical plateaus that composes the northern rim of the Shimmering Sands, known as the Genie's Steps. There are three hidden treasures here, and you'll need to have Tengri take you from plateau to plateau to claim them all. Then continue on to the wall that composes the southern border of the Shimmering Sands, where you can find another hidden treasure. (There are also a few we covered in Chapter 2 that were difficult to reach on foot and will be a lot easier with Tengri's help.

Hidden Treasure around the Shimmering Sands

27

On the wall of plateaus north of the Shimmering Sands, have Tengri take you to the farthest northeast plateau on which he's willing to land. Travel west along its north rim and search for noble attire where it dead-ends into a slightly higher butte.



28

Land on the low plateau directly northwest of the Temple of Trials and walk to its northeastern tip, where you're directly north and a little bit west of the Temple of Trials. Search there for a Firewall gem.



29

Travel to the westernmost plateau of the rock wall that composes the northern barrier of the Shimmering Sands, and search at its western tip for 10 bars of milk chocolate.



30

Land on the easternmost plateau of the rock wall that composes the Shimmering Sands' southwestern border, and search its eastern tip for a breeze cake.



31

If you haven't done so already, sail northwest along the coast from Castaway Cove and disembark at the first beach you see. Walk north from the beach and search at the base of the cliff to dig up a pointy hat.



* Please refer to the map on p. 96 for details.

The Alchemist's Cave on the southern Genie's Steps

After that, fly across the gap to the cave entrance at the southernmost plateau of the mountain ridge that serves as the eastern border of the Shimmering Sands, overlooking the road from Al Mamoon to Castaway Cove. Inside you'll find a blue chest with a medal of fortitude, a purple chest you can't yet open, and an old man who seems to know a lot about alchemy but won't share his recipes until after you've completed the main story.



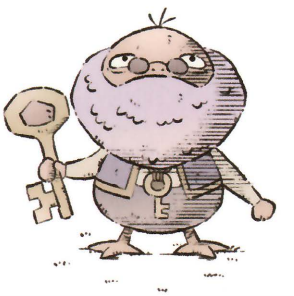
Map Legend

- Formula
- Chest
- Task
- Pickpocket's Pistol Point

Treasures

1. Starspun Tunic (not accessible yet)
2. Medal of Fortitude





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THE SOUTHEAST ISLANDS

When we covered the southeastern islands in Chapter 3, we managed to extract all of their treasures save for one—the Thunderstorm gem on Solitary Isle. But there's one more reason to revisit this region: The tiny, heavily wooded speck of an island off the southern tip of No Longer Mine (the island north of Teeheeti) conceals a hidden forest glade. It doesn't look like Tengri could land on it, but he's surprisingly willing to do so. In the glade you'll find a purple chest that can't be opened yet and a green chest that contains a dragon tusk; it's on the eastern wall in the northern part of the area, and you can get a clear shot of it from the elevated rocky area against the southern wall.

Hidden Treasure on Solitary Isle

52

If you haven't done so, search behind the stone marker on Solitary Isle, southwest of Teeheeti, to uncover a Thunderstorm gem.



* Please refer to the map on p.122 for details.

Forest Glade on Southern Tip of No Longer Mine Isle



Map Legend

Pickpocket's Pistol Point

Treasures

1 Dragon Tusk
2 Medal of Valor



THE AUTUMNIA REGION

In the Autumnia region, you can now land on the Broken Crown—the island in the northeast corner of the map—to pick up a pair of excellent hidden treasures and forage a rumblenut or two. You can also land on the elevated northern region of the Spindle, the island south of the Broken Crown, to grab the area's final hidden treasure and forage another jade marble. While we haven't left any treasures behind in the Swan Island area (northwest of Hamelin), you can take this opportunity to revisit that area and battle your target in bounty hunt 105; you'll find it on the unnamed island just east of Swan Island.

Hidden Treasure on the Broken Crown and Spindle

69

Hike north up the mountain path that begins in the northeastern corner of the Broken Crown's central basin. Search at its tip for a powerful bee sting spear.



70

Travel south from the stone monument at the heart of the Broken Crown and search against the mountain wall to uncover a skullfang ring.

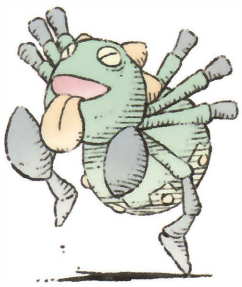


71

Land at the elevated northern region of the Spindle, the island northeast of Hamelin. Search its northwest tip for a woodsman's knife.

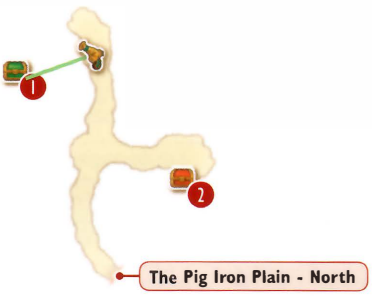


* Please refer to the map on p.139 for details.



Abandoned Mine East of Hamelin

Finally, there's one more hidden area to visit. Fly over the mountains east of Hamelin, and you'll notice a high-altitude mine nestled among the peaks. Unlike at the other mines, the entrance isn't blocked, so you can walk right in to collect a toadstool sundae from a red chest and a set of giant's fingernails from a green chest that's very difficult to spot. To hit it, go to the north end of the cave, near the skeleton, and stand on the raised rocks to the west. Stand between the two buckets against the west wall and have Swaine fire into the darkness to the west.



Map Legend

Chest
Pickpocket's Pistol Point

Treasures

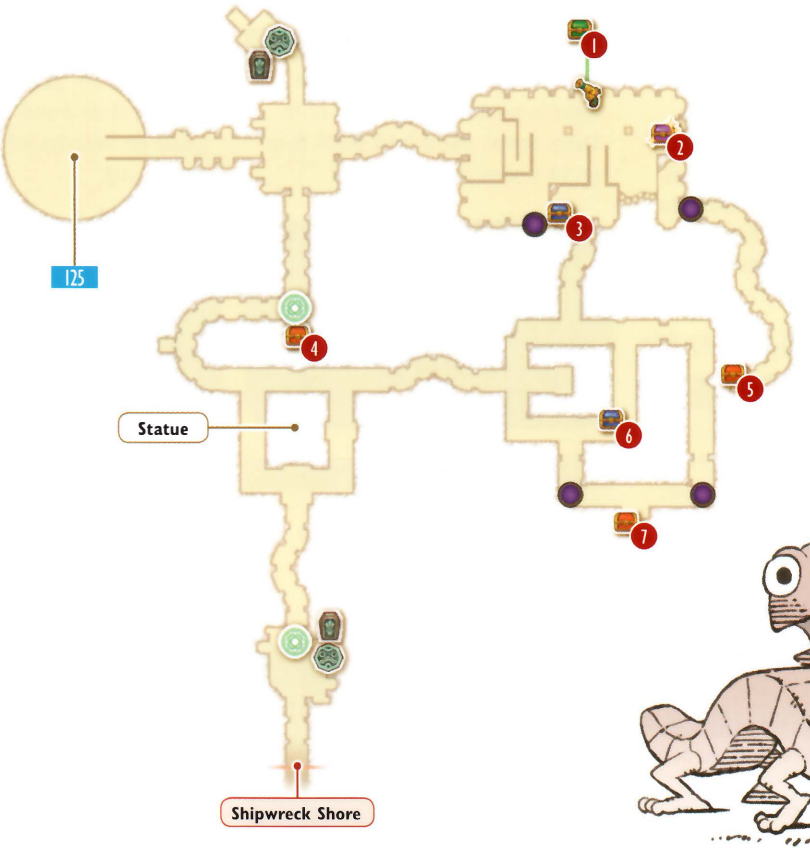
1 Giant's Fingernails
2 Toadstool Sundae

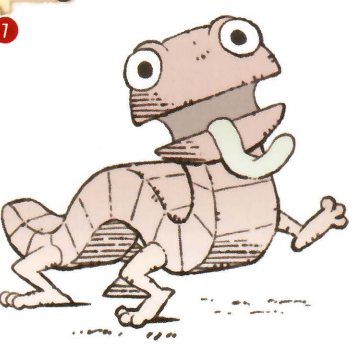


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The Vault of Tears

Cursed Crypt of the Cobra King | Suggested Level: 36 | x3 | x2 | x1 | x1





Map Legend

- Formula
- Chest
- Pickpocket's Pistol
- Familiar Retreat
- Waystone
- Magic Seal
- Nix Trap

Treasures (Chests)

1. Storm Serpent Scales
2. Steam Hammer
3. Serpent Key
4. Espresso
5. Green Man's Cloak
6. Pie on the Bone
7. Sage's Secret

The Vault of Tears Creatures



138	MEGALITH			
SIGN	HP	WEAKNESS	RESISTS	
	276	—	Physical	



186	CHLOROBOROS			
SIGN	HP	WEAKNESS	RESISTS	
	301	Water	—	



218	NAJALISK			
SIGN	HP	WEAKNESS	RESISTS	
	108	Storm	—	



181	SILLYMANDER			
SIGN	HP	WEAKNESS	RESISTS	
	315	Physical, Storm	—	



187	OBSCUROBOROS			
SIGN	HP	WEAKNESS	RESISTS	
	313	Light	Dark	



220	NAJAPATRA			
SIGN	HP	WEAKNESS	RESISTS	
	321	—	Storm	

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37 The Three Keepers (Part 1)

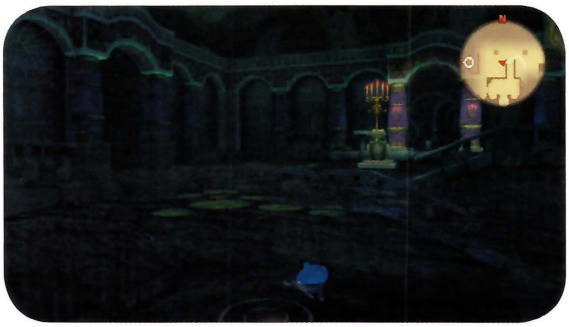
You can pursue the three magic stones in any order you like, but for reasons of difficulty balance, we recommend visiting the Vault of Tears first. The vault is in the southeast Summerlands, at the end of a trail that begins at the Shipwreck Shore. No need to walk; Tengri will be perfectly happy to drop you off right at the front door.



Inside the vault, head down a curved staircase to a room with an ominous statue in front of a waterfall. There, the entire party gets a taste of the Cobra King's hospitality by being transformed into frogs. With no other clues to pursue, follow the mysterious rainbow-colored frog that disappears down the stairs to the northeast and will lead you on a counterclockwise loop through the whole area. (As frogs, you can't cross the flowing water to the northwest, so following the rainbow frog is pretty much your only option.)



Don't waste time going after the treasure chests; you lack the hands to open them. Just take the most direct route possible through the southeast room (hanging a left, and then another left) to reach the flooded room in the northeast. Since this water isn't flowing, you can swim straight through it to reach the exit door to the west. In the room through that passage, you'll finally catch the rainbow frog; follow it south onto a magical seal that will return you to your human forms.



Tip

As frogs, you can't cast spells or fight in combat. Your familiars can fight, but remember that their masters won't be able to heal them; if you have a familiar in your reserves capable of healing, this would be a good time to put it in your active party. (You can also use healing items.)





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The Legend of the Frog Prince

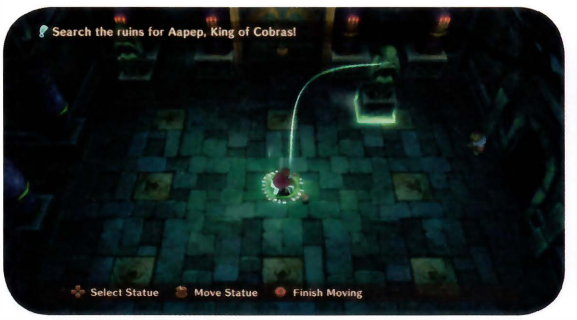
You'll find the rainbow frog in the room to the north, and can you communicate with it by casting the Nature's Tongue spell. Per its request, head north into a dark area and use your Spring Lock spell to bust the Frog Prince out of jail.



Then lead his majesty south to the magic seal that restored you to your human forms. When that doesn't work, return to the area outside of his cell, where he tells you a few lines of a riddle that may point to a solution. But his majesty's memory is faulty; examine the wall of his cell yourself and you'll see the full clue.



With that knowledge, return to the center of the room with the locked door and cast your Puppet String spell. Pull out each statue and reverse them, so the one on the left is exactly where the one on the right was and vice versa. Make sure that you don't push them too far in.



If you are successful, the water drains from the room to the east, revealing a previously unnoticed blue chest and also making it possible to claim the set of storm serpent scales from the green chest in the northern part of the room. The serpent key you need is in the blue chest underneath the platform in the southern part of the room. It's protected by a seal that will nix you, preventing you from performing spells, trickshots, songs and tricks if you step on it, so you must use the Levitate spell to reach the chest safely. Take the serpent key back to the room where the Frog Prince is waiting and unlock the door to the west. But don't go through until you've returned to the hallways outside the cell to save and heal at a waystone, because the feud between your froggy friend and Aapep isn't going to be resolved peacefully.



Tip

Don't forget to grab the two chests from the southeast room while you're in the area, as well as the newly accessible chest through the winding passage in the east wall of the room that was previously underwater. Two of these three chests are protected by the nix-inflicting seals, so make sure your feet never touch the ground!



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Boss: Aapep

King of Cobras



359 Aapep

HP	5,720	Weakness	Fire, Light	Resists	Storm
Drop	—				
Steal	Stout Armor				

Before you challenge this boss, make sure that any scale-user who might be on your team has those storm serpent scales equipped; they'll work nicely against Aapep's storm-type moves. Aapep's moves are powerful, so it's important to fight defensively and fire up an All-Out Defense! whenever you see him casting Serpent Strike. Black Bolt is also very dangerous and can cause confusion, but only the character Aapep is facing needs to defend.



Aapep's other attack, Death Rattle, isn't as devastating as his others since it only inflicts a curse on your team. However, be sure to cure any status ailments so your entire team can effectively block and attack. When you notice him performing this move, attack to get in several easy hits and even attempt to cancel the move.



Use fire-type tricks and Oliver's Arrow of Light to knock the first 20 or so percent off of Aapep's HP bar, which is the cue for Drippy to appear and present a new strategy: You can hit Aapep with the Burden spell to slow him down, stun him, and possibly knock loose a gold glim! Order an All-Out Attack! before you cast it so Swaine and Esther's familiars will be ready to capitalize on the boss's brief period of vulnerability. This trick will only work so many times, and every time you use it, the odds of success and the duration of the stun decrease. Also, casting Burden will often miss, so don't count on it to take you to victory. Yet, if it does connect, it should generate a gold glim or two. Still, one of the easiest ways to get gold glims is simply by performing a successful block against either of his damaging moves.

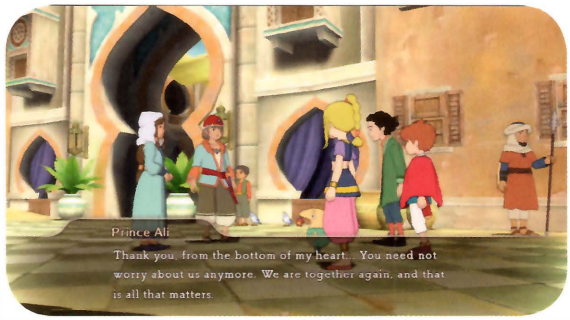


When you do see the powerful gold glims, get them into the hands of someone with a powerful fire-type miracle move (Oliver's is fine, but many familiars can do better) and you can burn through a good chunk of Aapep's massive HP bar.



Congratulations! You've earned the Moon Stone for yourself, a happy ending for the Frog Prince, and a new page for *The Wizard's Companion*. Not a bad day's work. Incidentally, if you ever want to catch up with Ali and Yasmina, you'll find them in Al Mamoon's Cat's Cradle. It might not be a bad idea to get a room for yourself, as you have some tough fights ahead.

New Tale of Wonder— The Bear-Man and the Princess's Tears



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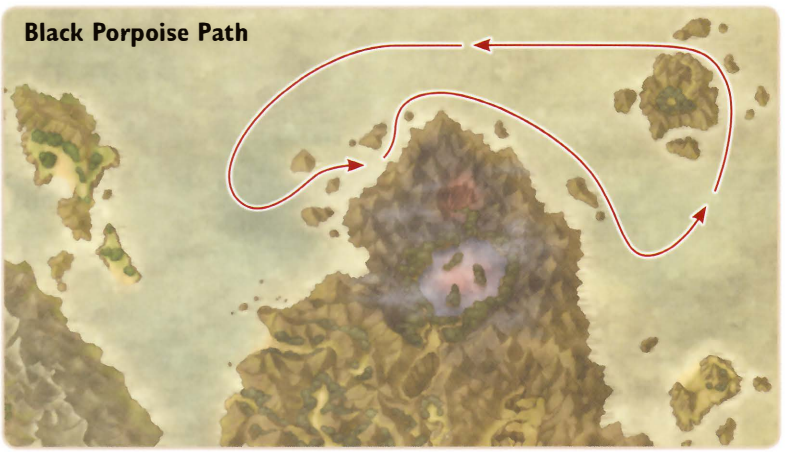
The Black Porpoise

The Second Keeper

Suggested Level: 38 x0 x0 x0 x0

You can't fly to your next destination, so leave Tengri behind and Travel from Al Mamoon to Hamelin. Sail to the northern end of the continent, where one of the stars on your map marks a ghostly ship, the *Black Porpoise*, that's circling the shoals and islands on Autumnia's northern coast. Equip your sword users with fire-type swords like the candle cutter (or skip ahead to the next area, Yule, to buy a blazing blade from the local merchant). When you're ready for the fight, save your game and plow your ship into the ghost ship's hull. You'll battle two bosses in a row, although the first is much easier than the second. As that first battle comes to an end, take the opportunity to heal up and maybe give your healer some coffee in anticipation of the greater challenge ahead.





Boss: Jetsam

Ne'er-Do-Well Nautomaton



361 Jetsam

HP	1,420	Weakness	Storm	Resists	Physical
Drop	—				
Steal	Jumbo Stardrop				

The strategy for Jetsam is pretty straightforward: Juice up your magic attack ability with tricks or songs (like Esther's Cheer) and pound him with storm-type spells. If Jetsam begins to perform something, it's probably going to be Barrel Blast, as that's the only trick he knows. It will hit whoever he's facing, so defend if it's the character you're controlling or order an All-Out Defense! if it's not. Failure to block this move will be very damaging, but a successful defense will trigger a stun and—hopefully—a gold glim. When the coast is clear, get right back to brewing up that storm. When Jetsam is nearly defeated, make sure to heal the whole party to tackle the next challenge when he goes down.





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Boss: Cap'n Crossbones

Scourge of the Seven Seas



362 Cap'n Crossbones

HP	2,890	Weakness	Fire, Light	Resists	Physical, Dark
Drop	—				
Steal	Night Blade				

Cap'n Crossbones is a powerful physical attacker who is also resistant to melee attacks himself, which is why it's worth it to have your fighters use fire-type weapons even if they aren't very powerful. With Cap'n Crossbones being so strong, it's tempting to throw a tank in his way (a good automata familiar would be ideal) and blast him from afar with Arrow of Light and fire-type tricks.



But Drippy proposes a far riskier strategy: Stay in his face with aggressive physical attacks so that you can cancel tricks like his life-stealing Plunder. Canceling is a triple win, as it creates a long period of stun and usually knocks loose a gold glim. This is risky, though: His attacks come so quickly that you can't wait for him to execute them before you try for a counter; you have to use fast-attacking characters and hope they get lucky. If you do pursue this strategy, have Esther focus on healing while the familiars of Swaine and Oliver do the pounding. Alternatively, you can give up on the canceling strategy and have Esther and Swaine provide healing and a distraction while Oliver blasts Cap'n Crossbones with spells. The Cap'n's attacks are too quick to block effectively, but if you stay away from him, he won't be able to deal damage faster than you can heal it and damage him back.

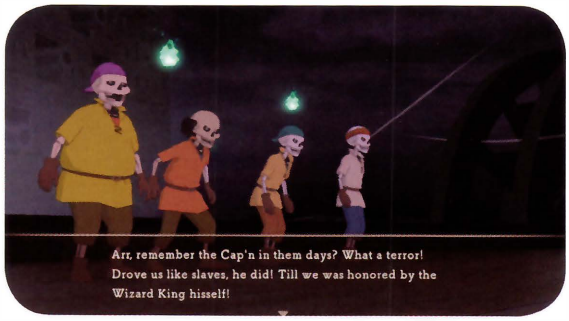




Tip

The night blade sword you can steal from Cap'n Crossbones is very powerful, but it deals 20 percent of its damage back to its wielder. It's a cool item but a little too dangerous to actually use.

When the battle is won, collect the Sun Stone and listen to the tale from the skeleton crew of the *Black Porpoise*. There is only one stone left to find, but it will mean a long, chilling journey to the northwest.





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The Winter Wonderlands



Places of Interest

- I The Glittering Grotto
- II Skull Mountain
- III Forest Glade
- IV Yule
- V Sleety Hollow
- VI Forest Glade
- VII Forest Glade

Winter Wonderlands Hidden Treasures

- 77 Slow Poke Gem
- 78 Sturdy Shinbones (x3)
- 79 Misty Shroud
- 80 Breeze Cake
- 81 Whirligig Gem
- 82 Jumbo Stardrop
- 83 Iron Diamond
- 84 Dark Cloud Gem
- 85 Coldstone
- 86 Chocolate Bonbons
- 87 1,000G
- 88 Frosty Flan
- 89 Pirate's Cutlass
- 90 Pure Steel Armor

Winter Wonderlands Forage Points

- 1 Raw Steel
- 2 Coldstone
- 3 Tealwood
- 4 Snowflake
- 5 Snowflake
- 7 Tealwood
- 11 Blizzard Bloom
- 12 Fogdrop

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Winter Wonderlands Creatures

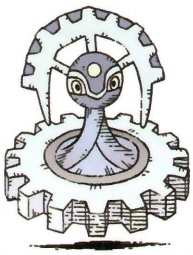
032 JABBERGUPPY	SIGN	HP	WEAKNESS	RESISTS
		316	Storm	Water
053 SASQUISH	SIGN	HP	WEAKNESS	RESISTS
		317	Fire	Water
054 SASQUASH	SIGN	HP	WEAKNESS	RESISTS
		337	Fire	Water
059 MANGLERFISH	SIGN	HP	WEAKNESS	RESISTS
		335	Fire	Water
163 LOTUS BUBBUD	SIGN	HP	WEAKNESS	RESISTS
		321	Fire	Water
214 MESSY PLESSIE	SIGN	HP	WEAKNESS	RESISTS
		342	Fire	Water
253 ICE MAIDEN	SIGN	HP	WEAKNESS	RESISTS
		315	Fire	Water

Jack Frost's Playground/Scrooge Island Creatures

047 ADAMANTIGER	SIGN	HP	WEAKNESS	RESISTS
		324	Storm	—
092 WIMPEAFOWL	SIGN	HP	WEAKNESS	RESISTS
		307	Fire	Water
144 COGDENSER	SIGN	HP	WEAKNESS	RESISTS
		327	Fire	Water
151 CLINKETYCLANK LX	SIGN	HP	WEAKNESS	RESISTS
		330	Storm	—

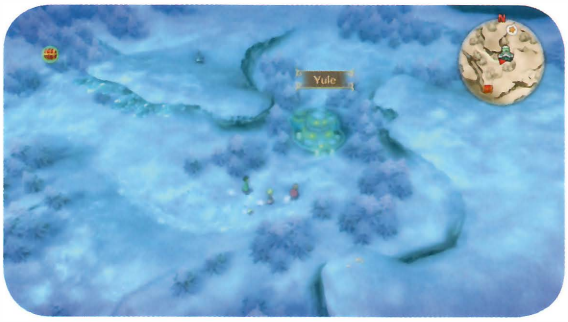
Tiny Tim/ The Sleighbell Isles Creatures

063 TADABOUT	SIGN	HP	WEAKNESS	RESISTS
		320	—	—
214 MESSY PLESSIE	SIGN	HP	WEAKNESS	RESISTS
		342	Fire	Water
234 POND POM	SIGN	HP	WEAKNESS	RESISTS
		315	Fire	Physical, Water



The Third Keeper

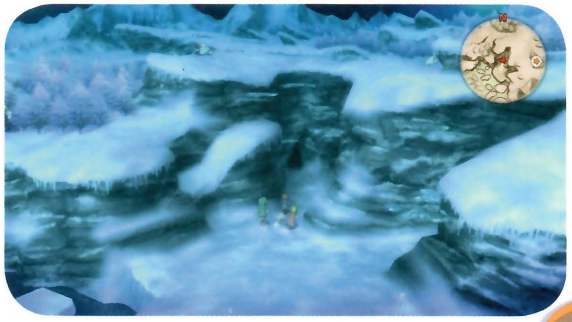
The final star on your map points to a cave in the heart of the Winter Wonderlands, a frozen continent in the northwest corner of the map. But when you land to check it out, a giant furry creature known as a tomte directs you to the governor of the nearby settlement of Yule, whose permission you need to enter the Glittering Grotto. You can't enter Yule from the north, so have Tengri fly you over the city to its southern entrance. While you're exploring the area, you might as well hunt down some of the region's hidden treasures and visit its three hidden areas, one of which holds an accessory that you won't want to miss.



The main continent's hidden forest glade is near its western coast, directly west of Yule and just south of the continent's northwestern mountain range. The entrance is in the area's largest patch of trees. There's no purple chest, so you can clear out the area completely: The red chest has a sarsaparilla sundae, the blue chest holds a jumbo sundrop, and the green chest contains a Roly-Poly gem. Hit the green chest by positioning yourself a few steps southwest of the shirtless man and looking to the east.



There's also a hidden ice cave called Sleety Hollow on the continent, although you should wait to visit it until after you've entered Yule and unlocked task 059, as that's where you'll find the task's client. The cave is at the southern tip of the eastern region of the Wonderlands, and you can reach it by shimmying down a path that leads to a section of frozen ice over the sea (or you can have Tengri drop you directly onto the ice). The cave holds a red chest with a snow-white ice cream cone, and at its northern tip, you can look south and upwards to spot a green chest on an elevated ledge. Shoot it for a Snowblower gem.



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Finally, there's a forest glade on the island known as Jack Frost's Playground, which is southeast of the Winter Wonderlands and just northwest of Russet Isle. The entrance is in the forested area at the center of the map. Inside you'll find two red chests holding a frosty flan and another snow-white ice cream, but the real prize is in the green chest. To spot it, make your way to the northwest exit of the area, where the hill starts sloping upward, and then look to the southeast. Shoot it to net a water seal that will give one member of your team 30 percent resistance to water-type moves. That resistance will prove to be very useful against the bosses and bounty hunt targets in this area.



HIDDEN TREASURES IN THE WINTER WONDERLANDS

We've already explored the summery southeast segment of this map, but this is our first time setting foot on the icy continent of the Winter Wonderlands and its four frozen islands: Scrooge Island, Tiny Tim, Jack Frost's Playground, and the Sleighbell Isles. Together, they host another dozen hidden treasures that will be easy to find with your Seek Fortune spell.

79

Fly to the Sleighbell Isles, a chain of three islands northeast of the Winter Wonderlands. Land on the western part of the largest island and search just east of the small grove of trees on its western tip to find a misty shroud.



80

Have Tengri fly you to the otherwise inaccessible ledge northwest of Yule, which overlooks the continent's largest frozen lake. Search at the western tip of the lower part of the ledge for a breeze cake.



81

When traveling along the eastern part of the Winter Wonderlands, stop at the icy ridge that juts over the lake directly south of the Glittering Grotto. Search the northwest corner of the ridge to turn up a Whirligig gem.



82

Leave Yule through the south exit and walk south along the ridge to reach a slightly elevated plateau that overlooks a gorge southwest of the city. Search at the southern tip of the plateau to turn up a jumbo stardrop.



83

Leave Yule from the north and head northeast to the lake. From the lake, travel south to a small ridge that overlooks the sea, just south of a cluster of white trees. Search at the ridge's tip for an iron diamond.



84

At the southern tip of the eastern region of the Winter Wonderlands, shimmy down a path that leads to a section of frozen ice on the sea. Search at the tip of the deep valley to the east to find a Dark Cloud gem.



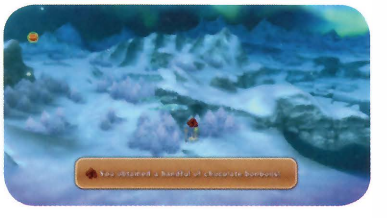
85

Fly south by southwest from Yule over a steep mountain range that has a frozen lake on the other side. Land on the lake, and then travel northwest to get onto a thin ridge that runs between the lake and the mountains. Walk to the end of the ridge and search for a coldstone.



86

There's a small hill on the east side of the beach in the southwestern part of the Winter Wonderlands. Climb onto it and search at its western tip for a pack of chocolate bonbons.



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87

Southwest of the Winter Wonderlands is a chain of two islands. Land on the main lower region of Tiny Tim, the northern island, and search at the northern tip of the area for 1,000G.



88

Southwest of the Winter Wonderlands is a chain of two islands. Land on the south-western half of Scrooge Island, the southern island, and search at the southern tip of the area for a pirate's cutlass.



89

Land in the northwest region of Jack Frost's Playground, the island southeast of the Winter Wonderlands. Walk south along the northwest coast until you find yourself at the top of a shallow bluff that you could slide down to reach the lower, southern part of the island. Stay on the high ground and search to the west for a frosty flan.



90

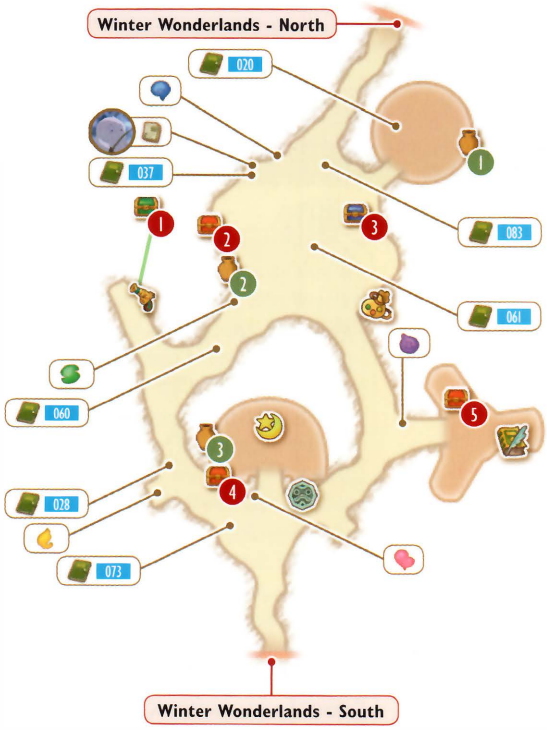
Have Tengri land on the small rocky island that's attached by a natural land bridge to the southeast of Jack Frost's Playground, and search its center for a suit of pure steel armor.



Yule

Home of the Snowfolk

Suggested Level: 40 — x3 x1 x1 x0



Map Legend

- Formula
- Hootique/Peddler
- Cat's Cradle
- Swift Solutions
- Chest
- Pot
- Task
- Pickpocket's Pistol Point
- Familiar Retreat
- Ambition
- Belief
- Kindness
- Courage
- Love
- Confidence

Treasures (Chests)

1. Soulshield Gem
2. Phoenix Feather
3. Blunt Gem
4. Cappuccino
5. Cheeseburger

Treasures (Pots)

- Wildflower Sundae (33%), Ruby Ripple Ice Cream (33%), or See-Through Pie (33%)
- Frosty Flan
- Sleep-Be-Gone (60%), Nix-Be-Gone (30%), or Phoenix Feather (10%)

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The Peddler

Provisions

ITEM	COST
Sandwich	100G
Cheeseburger	500G
Pixie Dew	800G
Strong Coffee	800G
Cappuccino	2,000G
Phoenix Feather	500G
Poison-Be-Gone	20G
Blindness-Be-Gone	40G
Sleep-Be-Gone	40G
Curse-Be-Gone	40G
Confusion-Be-Gone	40G
Nix-Be-Gone	60G
Stone-Be-Gone	100G

Treats

ITEM	COST
Chocolate	20G
Flan	20G
Cake	20G
Sundae	20G
Pie	20G
Ice Cream	20G



Ingredients

ITEM	COST
Dumpty Egg	50G
Crispy Lettuce	50G
Crunchy Carrot	50G
Tender Beef	60G
Yogurt	50G
Fluffy Rice	150G
Green Grapes	200G
Caramels	200G
Snow Radish	200G

Weapons

ITEM	COST
Blazing Blade	8,800G
Ice Shard	6,800G
Tomte Whomper	8,000G
Snow Witch Claws	6,500G
Icewyrm Tusk	2,000G

Armor

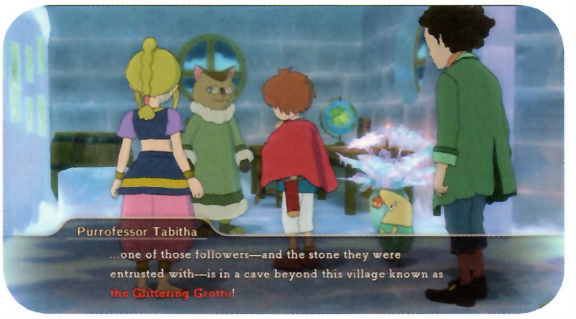
ITEM	COST
Inferno Armor	6,000G
Sasquash Pelt	5,800G
Aurora Cloak	5,000G
Tundra Shield	5,200G

Accessories

ITEM	COST
Wolf Fangs	4,500G

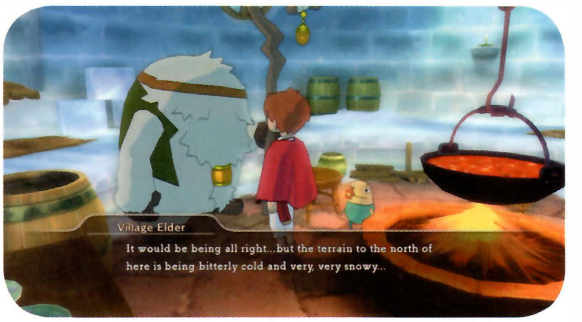
The Grotto's Gatekeeper

Yule is a lovely settlement, full of opportunity and completely free of danger. As soon as you step through its gates, you'll unlock tasks 020, 037, 059, 060, 073, and 106, as well as a generous assortment of pieces of heart. But before you get started on those errands, you should try to complete your business in town, lest Oliver and friends freeze to death due to their inappropriate attire. To get the governor's permission, go into Swift Solutions, where a giant tomte has been awaiting your arrival. It turns out that he serves a Grimalkin known as Purrofessor Tabitha, and she knows exactly who you are and why you're here. She can't get you permission to enter the Glittering Grotto, home to the final magic stone, but she suggests you stay at the inn so you can speak to the powers that be in the morning.



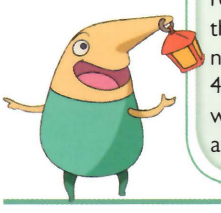
Stay at the inn, collect your free page of *The Wizard's Companion*, and see a dream that sheds some light on past events. In the morning, speak to the governor in the northeast igloo, who gives you permission to enter the grotto and throws in a badly needed set of winter clothes.

Regions of the World



Tip

If you've answered his riddles elsewhere, you'll find Horace inside the igloo in the northeast corner of town; I guess even ghosts like a nice fire on a cold day. Speak to him with the Spirit Medium spell, and he asks you about an icy flower that grows locally. You can find the answer (blizzard bloom) on page 139 of *The Wizard's Companion*. Horace rewards your detective work with the Cloudburst spell, which deals neutral damage to foes and has a 40 percent chance of sticking them with the nix condition, which seals away their ability to use tricks.



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Tip

If you're having trouble spotting Yule's green chest, climb the steps to the locked house in the west side of town and look to the northeast. The chest holds a Soulshield gem, which can teach a familiar a magic defense–boosting trick.



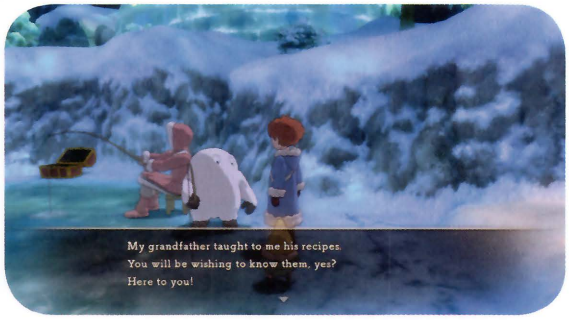
Cloudburst Spell

While in town, take special note of the weapons available from the local merchant: Not only are they high-quality items, but they each transform the damage of the attacker from the physical type to an elemental type. These weapons are doubly effective because they can both get around enemies' resistance to physical damage and exploit their vulnerabilities to certain elemental types. In the short term, only the blazing blade will be useful (and it will be very useful, with so many water types around), but the other three weapons (which deal water-type damage) will prove effective against certain bosses and bounty-hunt targets at later points in the game. In the armor section, tundra shields and sasquash pelts will provide a welcome bit of water-type resistance to anyone who can equip them.

Talk to the small tomte who's ice-fishing in the northwest part of town. He gives you a big batch of recipes, including new weapons and armor and the second-to-highest tier of ability-boosting treats for your familiars.

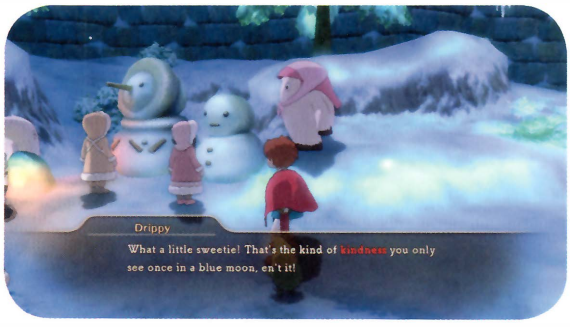
New Formulae: 016, 021, 026, 031, 036, 041, 061, 071, 074, 080, 096, 107, 112





TASK JOURNAL—PART 12

The first few Yule tasks bring with them enough new pieces of heart to complete not just the two new brokenhearted tasks, but all the old ones that have been gumming up your journal. A young girl making a snowman in the northwest corner of town has some extra kindness for the child back in Ding Dong Dell (task 019), another child northwest of the Cat's Cradle has the courage your client in either Hamelin (task 011) or Ding Dong Dell (task 016) has been waiting for, and an older woman standing outside of a home west of the Cat's Cradle inn has the confidence that you need to help that tiny fairy in the Fairyground (task 023).



ERRANDS

Task 020—A Shivering Wreck

The man in the igloo in the northeast part of town just can't bring himself to face the cold weather outside. Use your Give Heart spell to give him the final final piece of restraint which you've probably been lugging around for hours now. (If you missed it, try looking for it in Al Mamoon or Hamelin.)

Reward:
Snow-white ice creams x3 and 1,000G.

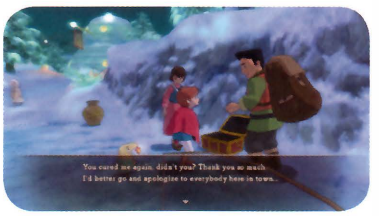


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Task 037—A Mean-Hearted Hubby

That traveling pair of merchants is still having trouble keeping their hearts intact. This time you'll find them in the northwest corner of Yule, and it's the husband who's become brokenhearted. He needs the lone belief piece of heart that's available in town, which is held by a tomte just outside of the local Swift Solutions. Use the Take Heart spell to help yourself to a piece, and transfer it to the husband with your Give Heart spell.

Reward:
Sprite dew and 1,000G.

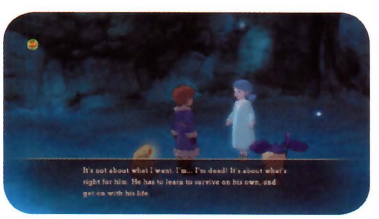


Task 059—Moving On

Make your way to Sleety Hollow, the cave southeast of Yule, by having Tengri drop you off at the icy bank along the ocean and traveling north up a thin valley to reach the entrance at the end. Inside, you'll find a ghost girl whom you can speak to only with the Spirit Medium spell. Her one companion in this cold, dark cave is a level-30 jabberguppy, and her request is that you take it with you, raise it up to level 40, and then return it. You have to give it a slot in your active party, but you're free to use it in combat, and it's actually a pretty decent familiar. Its resistance to water will make it useful in the Glittering Grotto, especially for those who don't already have a water-resistant familiar. Don't be afraid to invest some treats into it; when you do hit level 40 and bring it back, your client asks you to keep it for good, and even gives you a formula so you can alchemically conjure up a jumbo planetdrop.

Reward:
Snowblower gem and 1,500G.

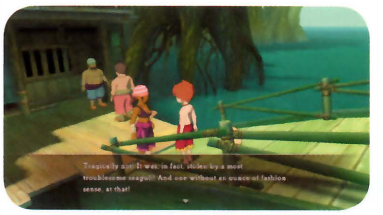
New Formula: 046



Task 060—A Hot New Look

A woman wandering between the Cat's Cradle Inn and Swift Solutions wants a snazzy swimsuit to get her through the winter. Teleport to Castaway Cove and speak to the bikini maker you helped in task 049, the one with the pink bandana who walks along the southern boardwalk. She tells you that her last swimsuit was stolen by a seagull who flew away with it to the west. Grab your ship/dragon and sail/soar west to the nearest island west of Castaway Cove, and then make your way to the northern tip of the island, where a tiny white seagull stands. Use your Nature's Tongue spell to speak to it, and it agrees to hand over the swimsuit. Travel back to your client in Yule to complete the task.

Reward:
Sarsaparilla sundaes x2, snow-white ice creams x2, and 2,000G.







Task 073—Snow-Loving Creatures:

If you've completed Derwin's previous tasks, you'll find the bespectacled familiar researcher waiting near Yule's southern entrance. This time his shopping list includes the ice queen found in the Glittering Grotto (which you have a 6.4 percent chance to recruit) and two common familiars found in the Winter Wonderlands: a sasquish (which you have 6.4 percent chance to recruit) and a lotus bubbud (which you have 4 percent chance to recruit). Return to Derwin with all three familiars in your active party to collect the reward.

Reward:
Jumbo sundrop, jumbo stardrop, and 3,000G.



BOUNTY HUNT

Task 106—Sleighbell Hell

Your target in this bounty hunt is in the western region of the largest island on the Sleighbell Isles, which are just northeast of the Winter Wonderlands. The battle consists of high-level sasquish, sasquash, and papa sasquash foes. All three are capable of using moves like Earsplitter that deal damage over a wide area, and if multiple foes do so in rapid succession, you'll be toast. Kill the weakest target (the sasquish) immediately with fire moves like Hot Huff or Slash 'n' Burn, and then work your way up to the harder targets.

Reward:
Snowball gem and 1,500G.



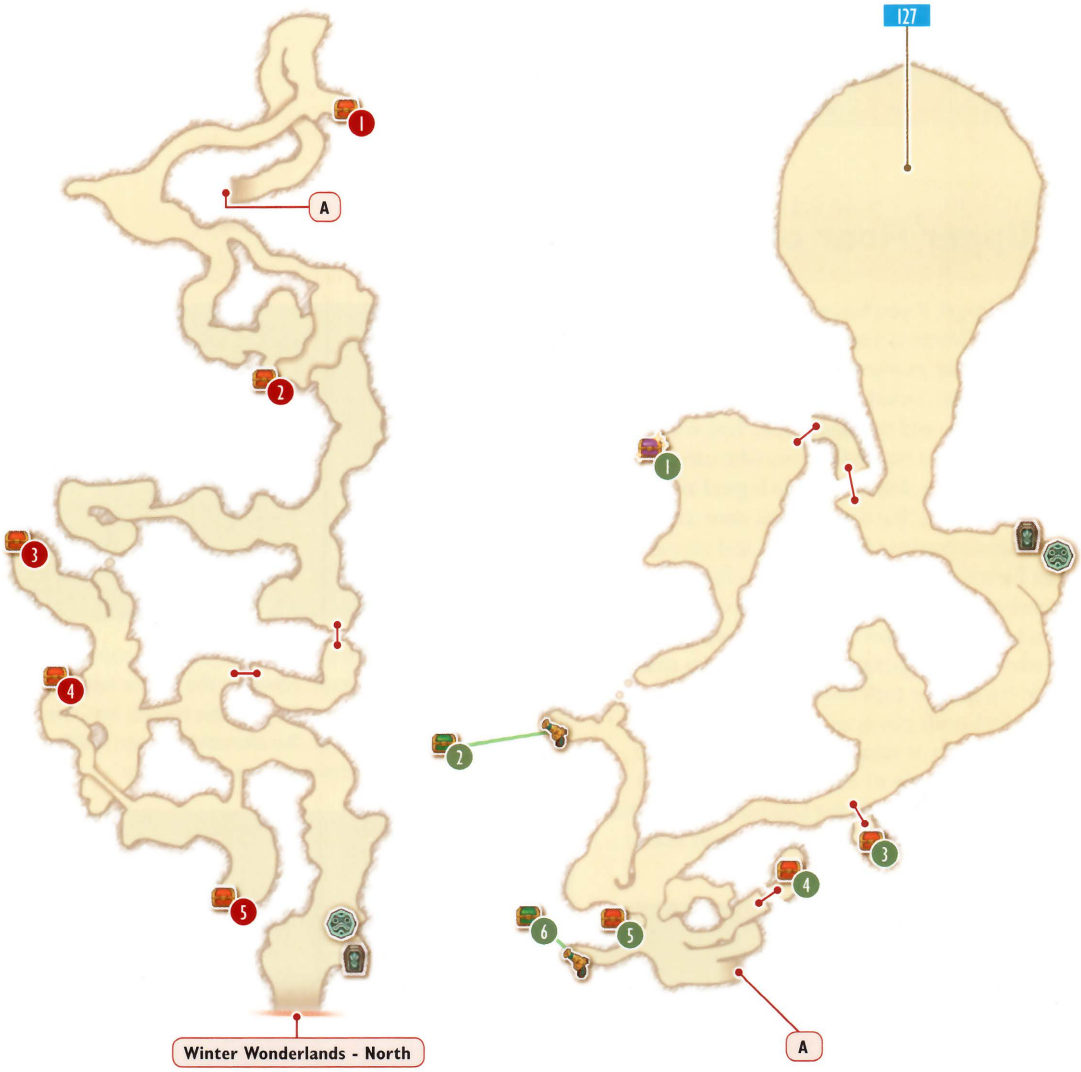
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The Glittering Grotto

Hall of the Mountain King

Suggested Level: 40

x8 x0 x2 x1



Treasures—Level 1F (Chests)

1. Chocolate Bonbons
2. Sage's Secret
3. Phoenix Breath
4. Snow-White Ice Cream
5. Frosty Flan

Map Legend

- Chest
- Pickpocket's Pistol Point
- Familiar Retreat
- Waystone

Treasures—Level B1 (Chests)

1. Helm of Hamelin
2. Phoenix Tear
3. Snowball Gem
4. Medal of Agility
5. Bluster Blade
6. Holy Shield

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Glittering Grotto Creatures

053 SASQUISH	SIGN	HP	WEAKNESS	RESISTS
		317	Fire	Water

054 SASQUASH	SIGN	HP	WEAKNESS	RESISTS
		337	Fire	Water

055 PAPA SASQUASH	SIGN	HP	WEAKNESS	RESISTS
		351	Fire	Water

056 MAMA SASQUASH	SIGN	HP	WEAKNESS	RESISTS
		367	Fire	Water

120 TURBAN LEGEND	SIGN	HP	WEAKNESS	RESISTS
		327	Fire	Water

234 POND POM	SIGN	HP	WEAKNESS	RESISTS
		315	Fire	Physical, Water

254 ICE QUEEN	SIGN	HP	WEAKNESS	RESISTS
		338	Fire	Water

The Upper Floor of the Grotto

No need to call Tengri; if you leave from Yule's north exit, the Glittering Grotto is just a short hike away. Before you head inside, everyone should equip their best cold-weather gear, including blazing blades, tundra shields, sasquash pelts, and the water seal. This will help prevent blowouts from a handful of foes who can use area-effect water attacks, like the turban legend and the elder sasquash variations. But the enemies here are still dangerous, particularly trios of sasquishes and sasquashes who can cast Earsplitter in rapid succession. Fortunately, these creatures are slow and clumsy outside of combat, so it's very easy to strike them from behind and start the battle in an advantageous position. You should be able to use a quick fire spell or trick like Slash 'n' Burn to pick one off before its friends can even react. If you get into trouble, and a sasquash or sasquish is running after you on the area map, run to any of the thin ice bridges that connect the three landmasses in the southern part of this map; enemies can't cross them, so you're always safe in the center of a bridge.



Begin your explorations by taking the first ice bridge south and following the southwest wall to claim a pair of treats from treasure chests. Then return to the first landmass and head west—ignore the tomte who mentions the hidden passage; it isn't accessible with him in the way. Once you cross to the west, hit the treasure chest in the northwest corner for a rare and valuable bottle of phoenix breath. It's important to do that before you hop across the spire of ice to the north, as it will crack as soon as you've cleared it, leaving you unable to return the way you came.



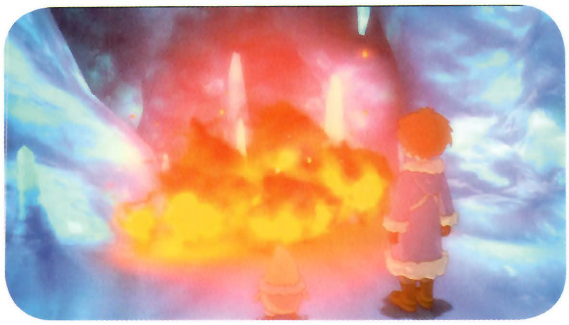
If you do need to backtrack, you can make a loop by heading east and then south towards the tomte with its back to a secret wall. Run right past the tomte, into the wall, using the north end of the aforementioned hidden passage to get back to the entrance of the area.



As you proceed to the northern part of the area, you'll hit a dead end at a deep chasm. Use your Pulse spell to shake loose the stalactites above, and they'll form a bridge over the chasm. On the other side, stalagmites block your way, and this time you should turn to your Fireball spell for help. You'll encounter a lot more of these obstacles, and the correct answer will always be to use Pulse on the stalactites and Fireball on the stalagmites.

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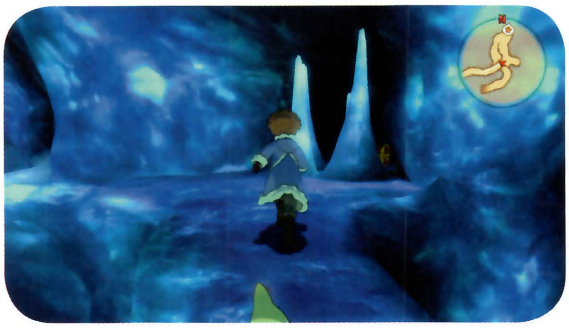


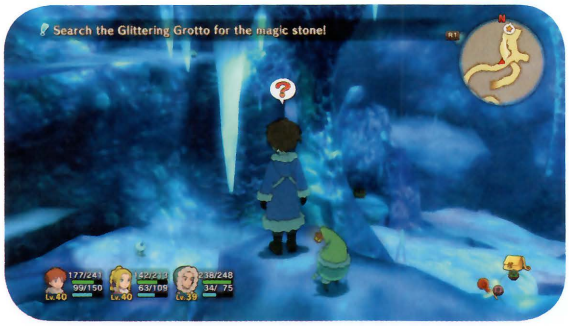


When you exit into the main chamber to the north, hang a quick right to find a passage that leads you to the bottom of the chasm, where you can Fireball away the stalactites that you just knocked down to reach a red chest with a bottle of sage's secret.



Then return to the main passage and follow the rim of the trail north to a spiraling ice bridge that leads into the lower level of the grotto. Don't miss a red chest behind some Fireball-able stalagmites on the way. There's a small ledge on the ice bridge from which you can Pulse a dangling stalactite that you'll need to use as a stepping stone below.







The Lower Floor of the Grotto

When you arrive on the ground at the lower level, hang a quick left down a thin passage that will give you a clear shot at a green chest holding a holy shield.



Then take the path to the east and jump across the stalactite you just knocked down. When you reach a dead end on the other side, cast Pulse again to knock down a second stalactite that will let you reach a wind-type bluster blade. Like the holy shield, it's a fine item, but stick with your blazing blade and tundra shield for as long as you're in the frozen north.



Head back down to where the fallen stalactites made a bridge to the red chest. Take a quick right down a narrow path and melt the stalactites you dropped from the upper level. Follow the path through a false wall to find a red chest that contains a medal of agility.

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Backtrack to the first set of stalactites, Fireball it away, and proceed north. The road forks immediately, but a series of hidden passages make the entire central area one wide loop. The quickest way to proceed is to head left and travel north, hugging the wall to your left until you reach a vantage point from which you can shoot the area's second green chest and nab a phoenix tear.



If you hop across the spires to the north you can reach an area with a purple chest, but since you can't open that yet, backtrack and take the right fork instead. After you cross a long ice bridge and the turf beneath your feet turns to white snow again, search the area to your right for a hidden passage that conceals a red chest with a Snowball gem. Continue on that path to reach a waystone and, ultimately, the Glittering Grotto's boss room.





Boss: Cerboreas

Spirit of the North Wind



364 Cerboreas

HP	6,370	Weakness	Fire	Resists	Water
Drop	Spirit of the Snow				
Steal	Icewyrm Tusk				

Cerboreas isn't just weak to fire; attacks or spells of that elemental type have a chance of stunning it and knocking loose gold glims. As always, there are diminishing returns for exploiting a boss's weakness, but an aggressive offense consisting of blazing sword strikes backed up by a few fire-type tricks and a fire-type miracle move will cut this boss down to size quickly.



But Cerboreas gives as good as it gets; its Howling Blizzard move is powerful and so quick to perform that you might not have time to put up an effective defense. Augment your troops' water resistance with items like tundra shields and the water seal, and make sure no one's HP drops below 80 or so.



Fortunately, its other tricks aren't quite so fearsome: Glacial Guard raises its magic defense, which isn't a huge deal, and Cold Boulder can only target one character, so it's pretty easy to defend against. However, if you fail to block Cold Boulder, it can leave its target stunned. If the battle's going well for you, have Swaine steal its icewyrm tusk; they're for sale in Yule but it's a pretty pricy item.

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Defeating Cerboreas earns you the Star Stone, another spirit item, and a new page for *The Wizard's Companion*. It also unlocks tasks 061 and 083 back in Yule, so you may want to Travel back to the city before you proceed any further with your task to enhance the Mornstar.

Tale of Cerboreas



TASK JOURNAL—PART 13

There are only two new tasks in this batch, but since the layout of the Glittering Grotto is fresh in your mind and your team is already outfitted for cold weather, now's a good time to do them.

Task 061—Yule Have to Search

The tomte woman in the center of Yule's frozen lake has lost her child and needs your help finding him. Her first suspect is some human in the northern part of town, so interview the little boy just inside of the north exit. He points you to the Glittering Grotto, specifically the northwest corner of the ground floor's first area, just before where you stepped on that spire that shattered after you leapt across. When you reach the child, he's under attack from a water ogrrr and three turban legends, so be ready to meet them with your blazing sword and water-resistant armor. This is a tough fight, but if you have full MP and HP, you can afford to go hog-wild with tricks like Slash 'n' Burn to pick off the turban legends before they can do too much damage. After clearing the battlefield, talk to the tomte child and you'll automatically warp back to his grateful mother.

Reward:
Medal of valor and 2,000G.



310	WATER OGRRR		
SIGN	HP	WEAKNESS	RESISTS
	2,340	Fire	Water







Task 083—Notes from the Snow

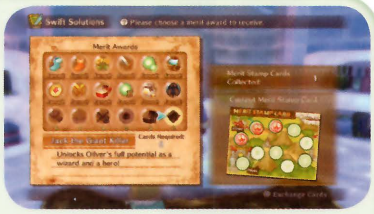
Surprising no one, the guy who loses his diary everywhere has made it to Yule and...lost his diary on the way! You'll find the man just outside of the large igloo in the northeast part of town, and the diary is in a small hidden forest glade west of Yule. Walk east over the frozen river and stay on the south side of the mountain range, walking south around the cliff wall to reach the forest on the higher plateau near the coast. In its center, you'll find a hidden glade, and to get the traveler's diary du jour, just talk to the woman in the glade. Return to your client to deliver the diary and collect your reward.

Reward:
Dress armor and 2,000G.



Tip

If you've been completing the tasks as they come, you should now have unlocked the third tier of merit rewards. These items are pricy, but future tasks will be very generous with the stamps, so it won't be hard to unlock even the final, eight-merit-card reward. The description on that one is vague, but what it actually does is increase Oliver's max HP and MP by 100 points each. That's a much more significant power boost than the entire rest of the merit reward inventory, so we strongly suggest you save up those stamp cards and buy it first.





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Chapter 6—Northern Autumnia

You've collected all the magic stones, but clearly some modifications are needed before they'll slot comfortably into your Mornstar. A solution may await in Perdida, a lost city in North Autumnia that can only be reached by air. But first, you'll need to find someone who can get you past the guardian at its gates.

Northern Autumnia



Places of Interest

- I Nevermore
- II Miasma Marshes
- III Perdida



Northern Autumnia Hidden Treasures

- 91 Phoenix Breath
- 92 Beetle Horn

Northern Autumnia Forage Points

- 1 Sun Crystal (25%), Star Crystal (25%), Moon Crystal (25%), Planet Crystal (25%)
- 2 Powerstone
- 3 Sour Grapes

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007 PUSS IN BOUTS			
SIGN	HP	WEAKNESS	RESISTS
	376	Water	Fire

083 PROHAWK			
SIGN	HP	WEAKNESS	RESISTS
	371	Fire	Storm

188 FLUOROBOROS			
SIGN	HP	WEAKNESS	RESISTS
	383	Dark	Light

011 GOBSPEED			
SIGN	HP	WEAKNESS	RESISTS
	388	—	—

112 HACKRABBOT			
SIGN	HP	WEAKNESS	RESISTS
	383	Storm	—

206 TOKOTOKO			
SIGN	HP	WEAKNESS	RESISTS
	330	—	—

014 MIGHTY MITE			
SIGN	HP	WEAKNESS	RESISTS
	393	Water	Storm

127 FIREFRY			
SIGN	HP	WEAKNESS	RESISTS
	402	Water	Fire

245 AURORALYNX			
SIGN	HP	WEAKNESS	RESISTS
	390	Dark	Light

018 BURLY HURLY			
SIGN	HP	WEAKNESS	RESISTS
	412	Water	Fire

171 MADCAP			
SIGN	HP	WEAKNESS	RESISTS
	364	—	Storm

282 EX-GIRLFIEND			
SIGN	HP	WEAKNESS	RESISTS
	391	Light	Dark

039 HYPERBOAR			
SIGN	HP	WEAKNESS	RESISTS
	438	Fire	Water

180 CLAPTRAP			
SIGN	HP	WEAKNESS	RESISTS
	364	Fire	—

294 SCRAMBLED EGGROLL			
SIGN	HP	WEAKNESS	RESISTS
	290	Light	Dark

080 THUNDERBYRDE			
SIGN	HP	WEAKNESS	RESISTS
	376	—	—

182 SLAMANDER			
SIGN	HP	WEAKNESS	RESISTS
	410	—	—

38 Mornstar's Stones

The foremost authority on matters Mornstar is Marcassin, so teleport to Hamelin with Travel and visit him at his palace. Marcassin can't make the stones fit himself, but he knows someone who might be able to: the Great Sage Khulan. But Khulan has been missing since the destruction of her heavenly kingdom of Xanadu, and no one's sure if she's even still alive.



But a happy coincidence is waiting for your party as you leave the palace; you run into none other than a soldier of Xanadu—or a ghost of one, anyway. Use your Spirit Medium spell to talk to her, and she points you to the north, where she senses the presence of Khulan. She also gives you the Wings of Xanadu medal to get you through the gate. Now that you know roughly where Khulan can be found, you can forget about the old plan of talking to Rashaad (although if you do go to see him, he does have some information to share) and fly north to scout out northern Autumnia instead.



Tip

While you're in Hamelin, pay a visit to the owner of the Black Market. He's been watching your progress, and he has something he'd like to share with you: a new page for *The Wizard's Companion*. This one's easy to overlook, so don't miss it!

New Tale of Wonder—The Flying Machine

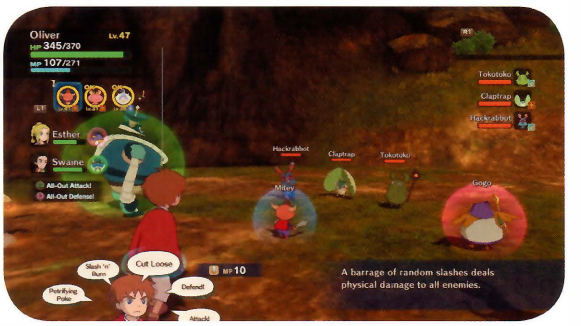


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Perdida and Billy Goat's Bluff

If you take the guard's advice and fly northwest of Hamelin, you'll discover a landlocked valley that isn't accessible from the sea. At its heart, just south of an ominous, gassy marsh area, the lost city of Perdida sits atop a high hill overlooking the valley. Since you can land right in front of the city ruins, you may not feel a need to explore the valley beneath it. But that would be a terrible mistake: Outside of the game's final area, Billy Goat's Bluff is far and away the best place to grind for experience points. That's because it's home to a creature called tokotoko, the metamorphosed form of the toko that you may have battled on Ugly Duckling Island. Each tokotoko is worth over 8,000 experience points, which is more than you'll get from most bosses. The tokotokos are fairly rare, but if you're determined to find one, you can continuously enter and leave Perdida, then walk a few steps to the south until you can overlook the valley below and scan it for the puffy green creatures. If you don't see any, you can either fly to the opposite end of the valley to search for them there, or just go back into the city to reset the enemy placements and try again. When you do spot one, use the Veil spell (which you can acquire from Horace inside of the city) to ensure that you can sneak up on it from behind without the tokotoko fleeing or any other foes getting in the way. One warning: Tokotokos are cowardly combatants that often try to run away, so always target them with an All-Out Attack! as soon as the battle begins.







HIDDEN TREASURES ON BILLY GOAT'S BLUFF

There aren't a lot of items to find in the valleys south and west of Perdida, but the two items that you can find are certainly worth the bother.

91

Walk to the end of the long trail that begins at the beach in northwest Autumnia, or fly to the trail by traveling west and slightly north from Perdida. At the north end of the trail, search the ledge that's a few steps northeast of the stone monument for a bottle of phoenix breath.



92

Travel west from Perdida until the trail seems to fork, with a thin trail going north and a row of trees forming a mountain valley to the west. You can't actually proceed any farther to the west, but if you search near the first tree in the row you can find a beetle horn.

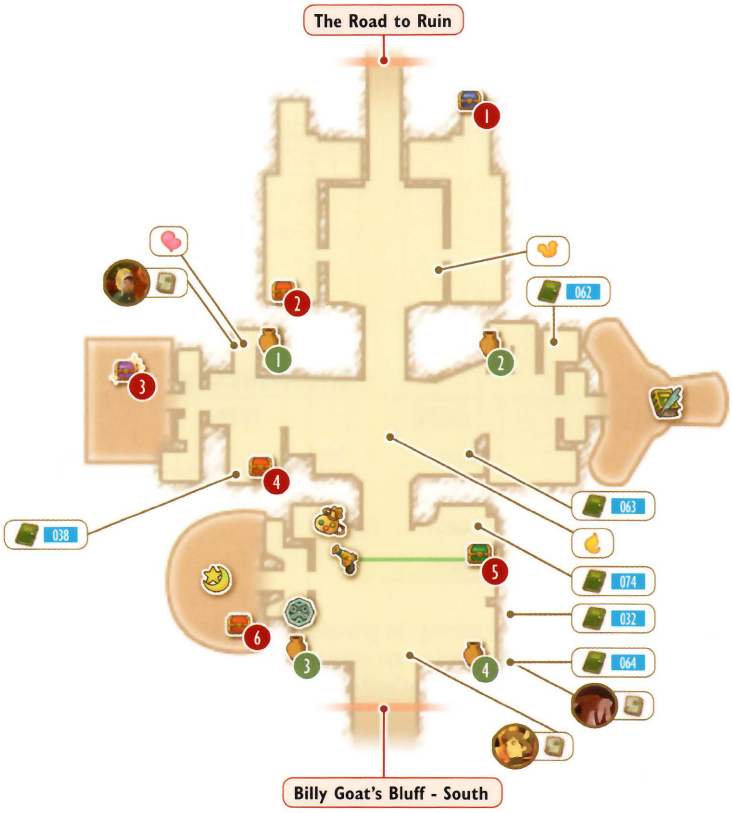


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Perdida

The Lost Land

Suggested Level: 42 — x3 x1 x1 x1



Treasures (Chests)

1. Pixie Dew
2. Fruit Flan
3. Nostrum
4. Snowdrop Bonbons
5. Hot-Blooded Badge
6. Patty Cake

Treasures (Pots)

1. 100G (50%), 150G (30%), or 200G (20%)
2. Game Pie
3. Breeze Cake
4. Fairy Chocolate (60%), Babana Flan (30%), or Carnation Cake (10%)

Map Legend

- Formula
- Hootique/Peddler
- Cat's Cradle
- Swift Solutions
- Chest
- Pot
- Task
- Pickpocket's Pistol Point
- Familiar Retreat
- Enthusiasm
- Ambition
- Belief
- Love
- Confidence



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The Peddler

Provisions

ITEM	COST
Sandwich	100G
Cheeseburger	500G
Pixie Dew	800G
Strong Coffee	800G
Cappuccino	2,000G
Phoenix Feather	500G
Poison-Be-Gone	20G
Blindness-Be-Gone	40G
Sleep-Be-Gone	40G
Curse-Be-Gone	40G
Confusion-Be-Gone	40G
Nix-Be-Gone	60G
Stone-Be-Gone	100G

Treats

ITEM	COST
Chocolate	20G
Flan	20G
Cake	20G
Sundae	20G
Pie	20G
Ice Cream	20G

Ingredients

ITEM	COST
Dumpty Egg	50G
Crispy Lettuce	50G
Crunchy Carrot	50G
Tender Beef	60G
Yogurt	50G
Fluffy Rice	150G
Green Grapes	200G
Caramels	200G

Weapons

ITEM	COST
Greatsword	11,000G
Deadeye Spear	13,000G
Grand Ax	15,500G
Lazy Bone	15,000G

Armor

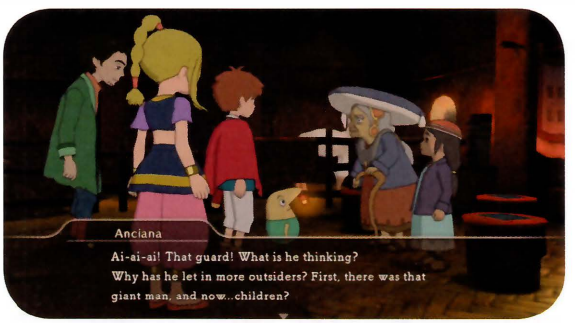
ITEM	COST
Enchanted Armor	12,500G
Magic Cloak	11,500G
Dusk Mantle	9,500G
Avenger's Shield	11,000G

Accessory

ITEM	COST
Shining Scales	2,400G

39 Queen of the Heavens

If you arrive at Perdida before collecting the three magic stones and speaking with Marcassin in Hamelin, the guard won't let you through the gates. But if you arrive here with the Wings of Xanadu medal, the guard will usher you in. You won't be allowed to speak to Khulan directly, but the townsfolk can point you to her. Speak to Anciana in the house at the town's westernmost point, and when she leaves, follow her into the courtyard in the northern part of Perdida. However, don't go up the stairs until you are ready for a fight.



Before joining the group gathering to meet Khulan, make a quick stop at the adjacent Cat's Cradle to heal and save your game. Not only will you pick up the usual page for *The Wizard's Companion,* but you will be in a better state to deal with the situation when Khulan finally appears, which sours quickly.



Regions of the World—Xanadu

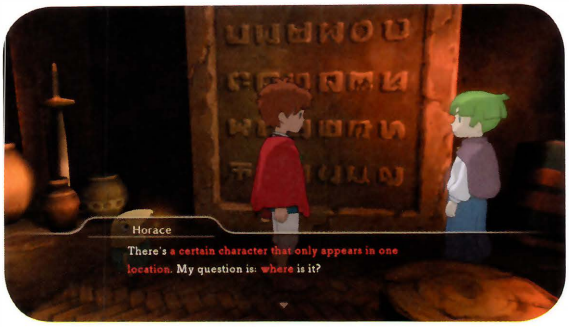
Tip



If you've solved his previous riddles, you'll now find Horace inside the Swift Solutions building in Perdida. His His riddle is a tricky one, but we can shed some light on the answer. He directs you to look at the "Regions of the World" chapter in *The Wizard's Companion* and find a character who only appears in one location. He wants the name of that location with the unique character. Each area marked on the maps corresponds to a number written in Nazcaän, and the only character that appears just once is the "6" next to Jabal al-Dukhan, the proper name of Old Smoky. If you enter the correct answer Horace rewards you with a new spell, Veil, which allows you to avoid being noticed by monsters. It's perfect for avoiding unnecessary fights and sneaking up on the local tokotoko population.

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Veil Spell



To hit the green chest atop the building east of the entrance to the city, stand at the southeast corner of the patch of grass where the local merchant has set up shop. The hot-blooded badge inside is a fine accessory that not only offers a solid ability boost but also increases its wearer's movement speed.



Boss: Khulan's Nightmare

Void of Love



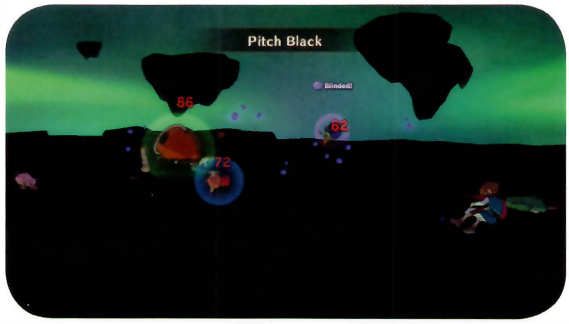
366 Khulan's Nightmare

HP	5,930	Weakness	Light	Resists	Dark
Drop	Cherub's Wing				
Steal	—				

This battle is very similar to the one you fought against Denny's Nightmare; as before, the key is to wait until Khulan's Nightmare executes a teleport and then immediately defend and order an All-Out Defense! This time, both of Khulan's Nightmare's attacks are worth defending; its equivalent of Denny's Nightmare's Oil Spill is called Cruel Rain, and it is every bit as deadly (it also leaves pools of poison on the battlefield, so watch out for those). Getting poisoned isn't the end of the world, but if your character is already low on health it can become an issue that needs to be dealt with.



But while Denny's Nightmare's other attack simply inflicted sleep, Khulan's Nightmare's Pitch Black deals heavy damage to everyone and also inflicts the blindness condition. Blindness is no big deal; you can just switch to familiars who focus on performing elemental tricks, which won't be affected. But the damage can be a killer if it isn't successfully defended.



You can get gold glims either by successfully defending or by canceling one of Khulan's Nightmare's attacks. Once you get the hang of the timing, you may want to give your troops a second or so to attempt the cancel before you order the All-Out Defense! Canceling an attack leaves Khulan's Nightmare briefly stunned, but as a general rule, it's not worth risking your life in hopes of pulling a cancel off. Khulan's Nightmare is not very resilient, and its melee attacks are weak, so order an All-Out Attack! the instant you've completed your defense and you can get several hundreds points of damage in between teleports. Although the Nightmare is weak to light attacks, group melee attacks are probably more efficient than repeatedly casting Arrow of Light.



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A Piece of Love, Sweet Love

There's no need to search Motorville for the piece of heart that Khulan needs; your old friend Kublai is positively overflowing with love and has plenty to share with Khulan. Extract it with the Take Heart spell, then speak to Khulan and select the Give Heart spell. Curing Khulan unlocks her story in *The Wizard's Companion* and gives Oliver's team a powerful new ally.

New Tale of Wonder—How the Little Girl Became Queen



As Marcassin had hoped, Khulan offers to perform a ritual to bond the magic stones with your Mornstar. The way she repeatedly asks if you're ready makes it sound like a boss fight is going to be involved, but the process is actually completely painless. Meet her at the northern courtyard to complete the ritual, which leaves Oliver with a newly empowered wand and three significant new spells.



Healing Hand restores an ally to full health, suddenly making Oliver the team's best healer. Fortune's Fool is a combat spell with a random effect that could be either positive or negative. Unleash isn't just a single spell—it's almost a whole school of magic! You can use it to summon any of the guardian bosses you've battled previously, each of which will cast a single quick spell that hits all of the enemies on the battlefield. These spells can be expensive, but it finally puts a variety of powerful elemental attacks at Oliver's fingertips.

Healing Hand, Fortune's Fool, and Unleash Spells



Tip

So what does Fortune's Fool do, exactly? One of five things will happen when you cast it, each an equally likely possibility:

- **Deal 1 point of physical damage to each enemy.**
- **Deal a significant amount of storm-type damage to each enemy.**
- **Refill the party's HP.**
- **Refill the party's MP.**
- **Stick each party member with a random negative status condition.**



Your next destination is north, through the fatally toxic Miasma Marshes. Luckily, Rashaad knew a way through the marshes, and Esther remembers exactly what he said: You need to get the rulers of Al Mamoon, Ding Dong Dell, and Hamelin to work together to make a special flute known as the Clarion. That's your next storyline objective, but there's plenty else to do first, like pursuing the newly unlocked errand tasks 025–028, 038–039, 062–064, and 074, and bounty hunt tasks 107–109. Also, your newly empowered Mornstar is now capable of using Spring Lock to open purple chests, giving you access to 20 potentially useful treasures. Test it out on the purple chest in Anciana's house, in the western part of the city.



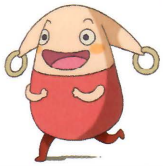
Finally, there are several formulae you can collect here in Perdida. Talk to the guard at the city entrance who let you in, and he'll teach you the recipe for Esther's herald's harp. A boy on the stairs just northeast of the entrance to Anciana's house will teach you a full 14 formulae, including plenty of recipes of high-level arms and armaments. Where do kids learn these things?

New Formula: 126

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New Formulae: 004, 012, 048, 049, 055, 062, 066, 075, 092, 102, 117, 119, 120, 123





Tip

The herald's harp recipe requires the cherub's wing you won from Khulan's Nightmare, a powerstone (which can be foraged just south of Perdida), and two gustplumes. See task 058 for a tip on finding gustplumes—but if you only need one, you can get one as a reward from the ghostly Xanadu soldier outside of Hamelin's Palace, when you tell her the good news about Khulan.

TASK JOURNAL—PART 14

Love has sprouted throughout the world, giving you the tools you need to complete the five new love-related tasks that have appeared at Swift Solutions. You can fill three whole stamp cards with this easy new batch of heart-piece tasks, and the other lucrative errands and bounty hunts should give you enough stamps to buy even the newly available eight-card merit reward (which is by far the best of the new batch).

ERRANDS

Task 025—Big Babana Love

The most loveless man in Al Mamoon is standing in front of the Cawtermaster's Store near the city entrance. There isn't any love available in Al Mamoon, so bring the extra dose from Perdida, which is held by a woman speaking to a child near the pot outside of Anciana's house. Use the Take Heart spell to get it from her and the Give Heart spell to bring it to the poor guy in Al Mamoon.

Reward: ♔♔♔♔♔
Slices of golden pie x2 and 500G.



Task 026—Unrequited Love

On Castaway Cove's northern platform, a woman with a basket on her head has lost her love for her spouse. You can get the extra love you need right here in Castaway Cove, from a boy sitting on the edge of the platform near the merchant's stall. Extract his love with the Take Heart spell and give it to the troubled wife with the Give Heart spell.

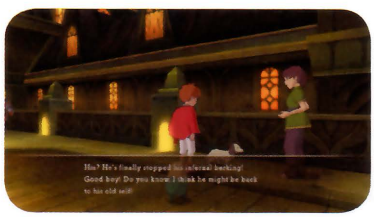
Reward: ♔♔♔♔♔
Fruit flan and 1,500G.



Task 027—A Woman's Best Friend

In Hamelin, a woman is walking a broken-hearted dog just outside of the Cawtermaster's Store. To find some extra love for the dog, continue down the stairs to the main road in the northern part of the city, where an elderly couple is talking on the tracks. Speak to the large, pink-clad woman and use your Take Heart spell to extract her love. Return to your canine client and cure his malady with the Give Heart spell. Now who's a good boy?

Reward: ♔♔♔♔♔
Cheeseburgers x5 and 1,500G.



Task 028—Cold as Ice

The man outside of Yule's southwest igloo has grown cold to his assembled family. Fortunately, you can find the love he lacks right here in Yule, from a young child talking to a tomte outside of the Cat's Cradle inn. Use your Take Heart spell to take that love and bring it to your nearby client, mending his soul with the Give Heart spell.

Reward: ♔♔♔♔♔
Handfuls of snowdrop bonbons x3 and 1,500G.



Task 038—A Down-Hearted Wife

The merchant couple has made it to Perdida and are arguing outside Anciana's home in the western part of town. This time, the wife is having a crisis of confidence, which you can easily cure without leaving the city. The most confident woman in town is the one carrying a plate of cookies and walking up and down the road between Anciana's house and Swift Solutions. Use Take Heart to get a bit of that confidence, and then heal your client with the Give Heart spell.

Reward: ♔♔♔♔♔
Tonic and 1,000G.



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Task 039—A Cold-Hearted Hubby

After you complete task 038, the feuding merchants make their way to Ding Dong Dell, and, as always, someone manages to lose a piece of heart along the way. This time it's the husband who needs love, and you'll need to run to the northern part of the city to find some. Cast your Take Heart spell on the artist-type guy hanging out on the steps, and use your Give Heart spell to give that love back to the merchant husband.

Reward:
Nostrum and 1,500G.



Task 062—Out of This World

A young girl looking at the flowers outside of Perdida's Swift Solutions had a dream about her other-world self and wants you to find her counterpart in Motorville. Cast Gateway to return to your world, and then travel south from your arrival point. Turn to the west before you cross through the archway, and then continue south to find her at the small park where Pea gave you your first wand. Talk to the girl, then examine her dry flowers and select the Rejuvenate spell to return them to health. Speak to the child again, and she gives you a hometown flower that you can bring back to your client in Perdida.

Reward:
Carnation cakes x2, wildflower sundae x4, and 2,500G.



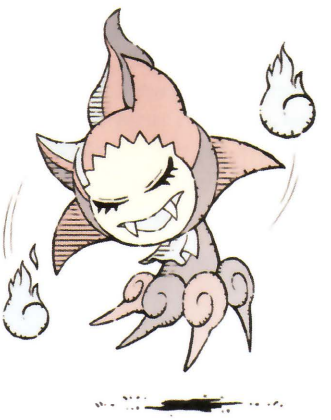
Task 063—Beating a Bad Back

An old man in the central part of Perdida, near the entrance to Swift Solutions, needs a cold compress for his back. Travel to Yule and speak to the giant tomte near the town's merchant. The tomte is happy to share his cold compresses but wants a favor out of you while he prepares them. He wants you to track down and kill five manglerfish outside of town, and specifically to do it with a blazing blade sold by the merchant behind him. You probably already have a blazing blade, so equip it and get hunting. The manglerfish are the large anglerfish-like creatures that appear randomly outside of town. They aren't especially common, so if you go outside and don't see any in the immediate area, return to Yule to reset the enemy placements and try again. Your blazing blade–wielder needn't kill them personally; you'll get credit for the kill whether he gets in a hit or not. Once you've racked up five kills, return to the tomte to get your cold compress and then Travel with that back to your client in Perdida.

Reward:
Tonic and 2,500G.







Task 064—The Hungry Llapaca

Use your Nature's Tongue spell to talk to the llapaca in the southeast corner of Perdida, right by the entrance to town. It's tired of its usual feed and wants to try something a little more exotic. It requests new foods one by one, and you must Travel to the town that's famous for that food, buy one at the local Hootique, and then Travel back for your next assignment. (Of course, you can skip all those steps if you already have the item on hand, which is pretty likely for the first few.) The items it wants are a babana from Al Mamoon, a glowshrimp from Castaway Cove, a black truffle from Hamelin, and a snow radish from Yule. Make sure to complete each city's love task while you're in the neighborhood! As an added bonus, your llapaca client will throw in the formulae for the highest tier of familiar treats.

Reward:
Leech gem and 2,500G.

New Formulae: 017, 022, 027, 032, 037, 042



Task 074—More Creatures

If you've completed all of Derwin's other tasks, the bespectacled creature researcher will find his way to Perdida with a challenging new shopping list. This time, he only wants the ultimate metamorphose of each familiar, and since those forms aren't available in the wild, you'll need to catch, level-up, and metamorphose them yourself. To get a flash fry, catch a small fry outside of Old Smoky and metamorphose it twice, or catch a deep fry on Old Smoky and metamorphose it once. To get a wispula, catch a wisp on the Tombstone Trail and metamorphose it twice, or catch a ghost wisperer in Nevermore (an upcoming area) and metamorphose it once. To get a trumpy-pumper, catch a shonky-honker near Castaway Cove and metamorphose it twice, or catch a sharper-parper in the Miasmic Marshes (the next area) and metamorphose it once.

Reward:
Jumbo moondrops x2, jumbo sundrops x2, and 5,000G.



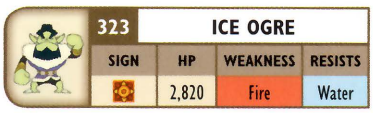
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Task 107—Icy Giant

To find your target in this task, Travel or fly to Yule and travel northwest to the frozen lake; you can't miss the giant ice ogrrr plodding across its surface. The ice ogrrr is a physically powerful foe who will attempt to raise his strength with the War Cry trick until he's able to deal fatal damage with his attacks. Use quick fighters to keep him off balance and cancel his tricks, while fire-based trick performers blast him from afar. Remember that Oliver now has access to a powerful fire spell by casting Unleash and selecting Volcanic Roar.

Reward: Bubble Bath gem and 2,500G.





323	ICE OGRE		
SIGN	HP	WEAKNESS	RESISTS
	2,820	Fire	Water

Task 108—A Kingdom on the Brink

From Ding Dong Dell, fly west over the river chasm to the valley that runs along the continent's mountainous western rim. You'll find your target in the far west, roaming near the patch of forest that contains a hidden area. Like all shells, this foe boasts high defense and magical defense scores and no particular elemental weaknesses. Use tricks and spells to boost your attacks, or to lower its defensive abilities so that your standard attacks will still do reasonable amounts of damage. It may take a while to bring the shellfire down, but it isn't a very aggressive foe, so you can afford to take your time.

Reward: Fiend's fang and 2,500G.





330	SHELLFIRE		
SIGN	HP	WEAKNESS	RESISTS
	2,680	—	Fire

Task 109—Magmadeddon

This foe appears in the boss area at the top of Old Smoky, so you have a bit of a walk ahead of you. (Remember that you can always use the Veil spell to avoid unwanted battles.) Like all magma-series characters, the magmadonna uses fire-type attacks and is vulnerable to water-type attacks. Its own attacks are extremely dangerous, so keep your HP up and be ready to order a quick All-Out Defense! when you see the magmadonna performing Palava. Oliver can join in your water-type offensive by casting Unleash and selecting Howling Blizzard, but you'll do more damage at a lower MP cost with an elemental trick performing familiar using Waterspout.

Reward: Heat Ray gem and 2,500G.





303	MAGMADONNA		
SIGN	HP	WEAKNESS	RESISTS
	3,060	Water	Fire

SPRINGING PURPLE LOCKS

Your newly empowered Mornstar has juiced up your spells, making your Spring Lock spell effective against even those stubborn purple chests. Unfortunately, the purple chests are scattered all over the map, and collecting them is a bit of a project. But it's well worth it; the quality of the items in the purple chests is very high, with each holding either a piece of high-level equipment or a rare gem. While we're in the neighborhood, we'll also hit a few of the green chests that were in areas we visited before Swaine joined the party.

DING DONG DELL—SHINING SCALES

Travel west from the entrance of the town until you see the stairs leading up to the park area across from Swift Solutions. You'll find the purple chest in the park, and a green chest (holding a see-through pie) that you may have missed earlier is just up the steps to the south.



DING DONG WELL—BLACKWYRM CLAWS

Travel northeast through the well until you get to the part where you're walking through flowing water. Go to the north end of that area, directly west of the northern waypoint, and you'll find the purple chest against a gate to the east. To reach the area's green chest, travel down to the next gate to the south, which is open, and use it to head east. Travel one gate to the south to find a locked gate through which you can shoot a green chest for a Water Bomb gem.





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GOLDEN GROVE—HOCUS FOCUS GEM

To reach the purple chest in the Golden Grove, enter the area from the south entrance. The chest is just to the west, near the waypoint. If you haven't opened it yet, there's a green chest (holding fairy chocolate) you can shoot from the mushroom staircase south of the north entrance.



OLD SMOKY—SPIRE OF FIRE GEM

From the entrance to Old Smoky, simply follow the wall to Oliver's right. When it forks, keep following it as it turns to the southwest, and you'll find the chest at the end of the first dead-end passage. If you haven't grabbed the green chest here, travel northwest from the second waypoint to get a clean shot at some pixie dew.



HAMELIN—TRICKSY NIXY GEM

The purple chest in Hamelin is in the Black Market in the southwest part of town.



TOMBSTONE TRAIL—DARK CLOUD GEM

The purple chest in the Tombstone Trail is roughly halfway up the mountain, in the dead end southwest of the house with the pot and waypoint.



VAULT OF TEARS—STEAM HAMMER

The purple chest in the Vault of Tears is in the northeast corner of the area, at the opposite end from the entrance. Travel north from the entrance to the area outside the boss room, then head east to the previously flooded room; you'll spot the chest on the ground level against the east wall.



GLITTERING GROTTO—HELM OF HAMELIN

Once again, you'll have to go all the way through this area to find the purple chest. Make your way to the lower level, and then take the left fork when the road splits. You'll find it at the northeast end of the platform just southwest of the boss room.



FOREST GLADE ON RUSSET ISLE—BEAST-HIDE CLOAK

Russet Isle is the wide island just west of the Skull Mountain area. You can find its forest glade in the grove of trees that's half surrounded by low cliffs in the center of the island. The chest is sitting in plain sight in the northern part of the forest.





ALCHEMIST'S CAVE ON THE RIM OF THE SHIMMERING SANDS—STARSPUN TUNIC

Land at the southern tip of the wall of rocky plateaus southeast of Al Mamoon. A cave opening should be plainly visible from the south.





FOREST GLADE ON SHIPWRECK SHORE—NIGHT BLADE

The forest glade on Shipwreck Shore is on the elevated grassy ridge directly east of the natural arch on the beach and directly west of the southern shipwreck.





FOREST GLADE BY NO LONGER MINE—MEDAL OF VALOR

No Longer Mine is the island north of Teeheeti and south of Autumnia. The forest glade is on the tiny island at its southern tip; Tengri can land right on it.





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FOREST GLADE AT BUNGLER'S BAY—BRINKMAN'S BADGE

Bungler's Bay is the small island west of Castaway Cove and east of the Hermit's Shell. Like the forest glade on No Longer Mine, the area you're looking for is a tiny round wooded island off the main island's coast. In addition to the purple chest in plain sight, you can get a dragonstooth ring by shooting the green chest atop the statue from the hill across to the west.





HERMITAGE AT THE HERMIT'S SHELL—SORCERESS'S ROBES

The Hermit's Shell is accessible only by ship, so sail southwest from Castaway Cove to reach it. The purple chest is on the mat where the puss in boats creatures are sword-fighting.





FOREST GLADE ON TURTLE CRAG—ENIGMA ARMOR

Turtle Crag is the island north and slightly to the west of the Hermit's Shell. The forest glade is in the northernmost grove of trees on the right side of the U-shaped island. Just a few steps north of the purple chest, you can shoot a Slow Poke gem out of a green chest to the southwest.





40 Mornstar's True Power

Assembling the Clarion flute sounds easy enough. Start by casting Travel to teleport to Al Mamoon and going to see the Cowlipha, who is happy to help and has the holy wood ready for you. So far so good!



Next, teleport to Ding Dong Dell and head towards the palace… That's when things go wrong. What happened to your holy wood? A search of the town reveals that no one saw anything, but if you visit the local Cawtermaster, you learn that it was stolen by a mouse wearing glasses, who's already fenced it to the Cawtermaster. The Cawtermaster won't give it up without proof, so you've got a rat to catch. Go to the southwest part of the town and take the stairs up to the rooftop garden east of the Hootique. You'll spot a bespectacled mouse against the wood railing.



Strangely, the mouse seems like someone you used to know… So this might be a good time to visit an old friend in Motorville. You'll find Philip waiting right outside of Oliver's house (in the center of town), and as is always the case with people standing in Motorville yards, you want to heal up and save the game before you speak to him.



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Boss: Philip's Nightmare

Void of Ambition



367 Philip's Nightmare

HP	4,560	Weakness	Light	Resists	Dark
Drop	—				
Steal	—				

Against Nightmares, it's rarely a good idea to do an All-Out Attack! in hopes of canceling the foe's moves. But in this case, it's not a bad idea; Philip's Nightmare's attacks are very easy to cancel, and none of them are so deadly that a failed defense will lead to a lost fight. The Ill Will move simply boosts Philip's Nightmare's attack and magical attack abilities, so attacking while he's performing that is all upside.



His other move, Rain of Terror, is a bit trickier. It deals a good amount of damage and inflicts random status conditions on your party. It should be survivable if everyone has at least half their HP, but you should have Esther ready to cast Chant on anyone who gets afflicted. As a general rule, if you have attackers nearby after the Nightmare teleports, you should order an All-Out Attack! and attempt to cancel the move. But if no one would be able to get there in time, order an All-Out Defense! instead—at least until it's clear he's not performing Rain of Terror. While it is possible to more aggressive against this Nightmare, it is important to note that defending against this move can produce lots of glims and even the occasional golden version.



The normal attacks of Philip's Nightmare leave damage-dealing spheres scattered all over the battlefield, so as a general rule, you should control whichever character he's attacking so that character can lead Philip's Nightmare away from the spheres. That way all of your other attackers won't be left in danger of triggering them. Oliver is a good choice to lure the Nightmare because he can toss Arrows of Light while leading it to a safe ambush area.

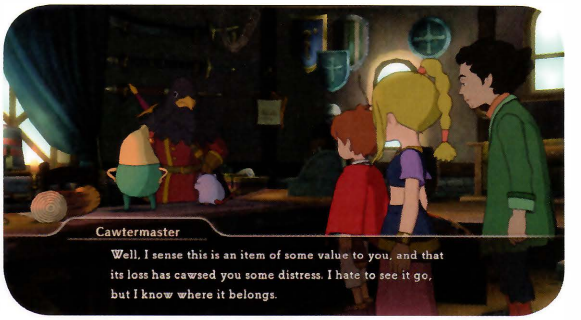


41 Philip's Ambition

It turns out that what Philip has lost is ambition. Fortunately, there's someone very close to you who has ambition to spare, so use your Take Heart spell to extract that and revert Philip to the boy he used to be with the Give Heart spell. That concludes your business in Motorville, so after the usual cryptic chat with Pea, Gateway back to Ding Dong Dell.



At the entrance, you may notice that the feuding merchant couple is back, offering the first of five new tasks (029–032 and 040) that all involve transferring ambition. Sign up if you like, then return to the rooftop garden, where you'll find the mouse right where you left him. He scurries straight to the Cawtermaster to make sure your holy wood is returned to you.



42 The Clarion

Now that you've recovered your holy wood, you can bring it to King Tom without further incident. His Majesty whittles it into something a little more flute-like and then sends you on your way.

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Our next stop is Hamelin's Palace, where Marcassin and Swaine put the finishing touches on the holy wood, finally completing the fabled Clarion of the Three Kingdoms, which you need to cross the Miasma Marshes. Completing this task also unlocks a new page of *The Wizard's Companion*.

New Tale of Wonder—The Flute-Makers

TASK JOURNAL—PART 15

Now that people lacking ambition have begun to appear, it's time to travel the other world and help restore this virtue to their hearts. You'll find heartbroken clients in Al Mamoon, Castaway Cove, and Perdida, all of which have willing donors nearby. But you'll need to visit the ambition-rich Fairyground and extract some ambition from the owner of a restaurant south of the Cawtermaster and from a Cavity Club watcher to satisfy your clients in Hamelin and Ding Dong Dell.

ERRANDS

Task 029—Mamooni Idol

A woman in the northern part of Al Mamoon, just south of the curry cart, lacks the ambition she needs to become a star. Find some ambition from a mustached man with a gray turban at the entrance to the town. Use your Take Heart spell to claim it from the donor, and transfer it to your client with the Give Heart spell.

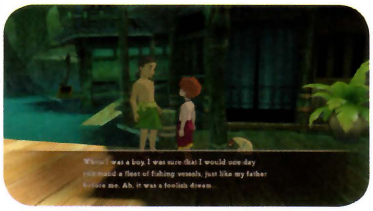
Reward:
Patty cakes x3 and 1,500G.



Task 30—What Fishermen Want

A man standing near the docks in the eastern part of Castaway Cove has lost his ambition. You can find an unlikely donor in the form of a young boy who's playing near the entrance to the local Cat's Cradle. Cast Take Heart on him, then return to your client to mend his broken heart with the Give Heart spell.

Reward:
Sprite dew and 1,500G.



Task 31—The March of Progress

The researcher in the balcony in the southern part of Hamelin's main street needs help again. As you may have guessed, this time it's ambition. Find an ambitious fairy in the Fairyground to use as a target for your Take Heart spell, bring that sweet ambition back to Hamelin, and cast Give Heart to save his latest research project.

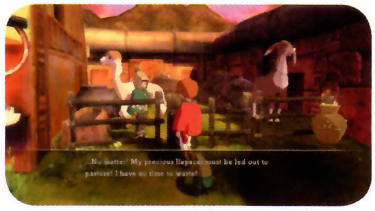
Reward:
Whirly Whirlies gem and 1,500G.



Task 032—Llapacking It In

The young shepherd tending to the llapaca east of Perdida's entrance could use a little ambition in his life. Use your Take Heart spell to get some from a young girl in the northeast corner of Khulan's courtyard, and bring that back to the boy. Use your Give Heart spell to put his heart right again.

Reward:
All-be-gones x2 and 1,500G.



Task 040—A Change of Heart

The wife in the ever-feuding merchant couple is struggling with a lack of ambition at the entrance to Ding Dong Dell. No one in the city has ambition to spare, but there are two pieces available in the Fairyground, so you can use the Take Heart spell to collect what you need there. Use the Give Heart spell to give it to the wife and finally restore this star-crossed couple to full-heartedness for good! As an added bonus (and really, you deserve one after helping these guys so many times), they throw in a book of alchemy formulae.

Reward:
Healing Rain gem and 1,500G.



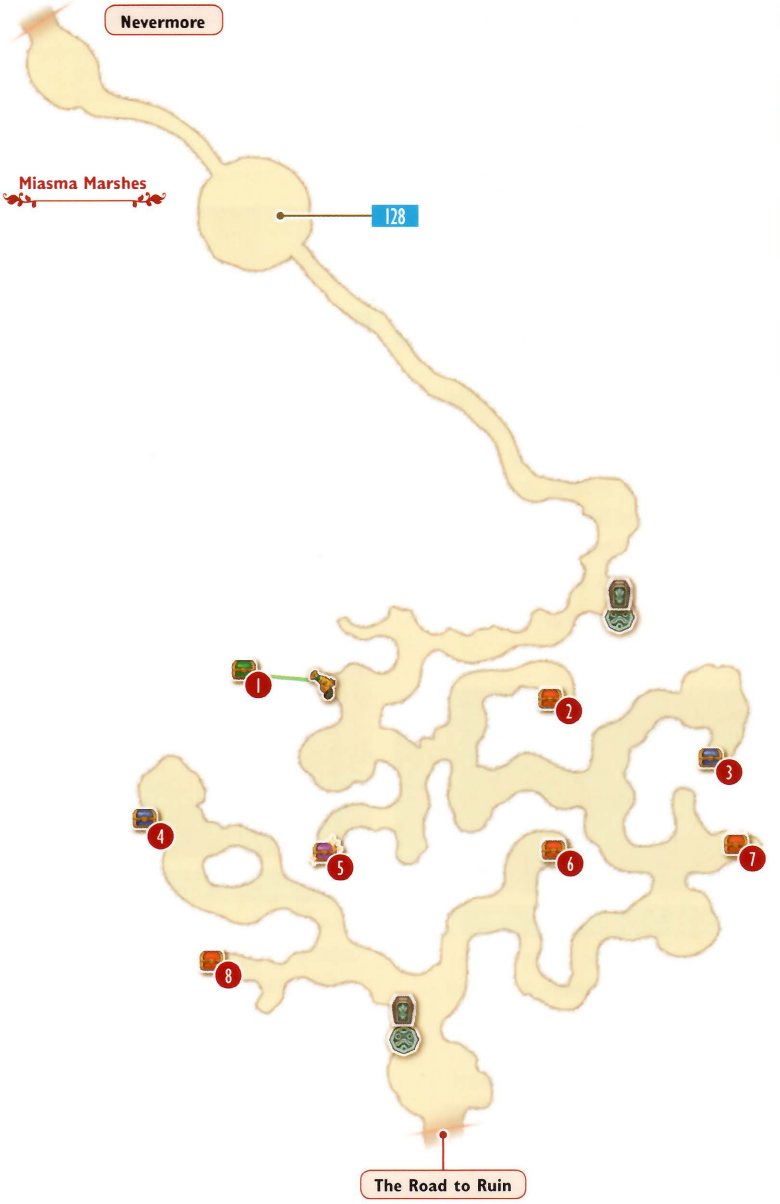
New Formulae: 050, 059, 063, 067, 082, 083, 086, 104, 108, 114, 115, 118

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The Miasma Marshes

Quagmire of Corruption

Suggested Level: 45 — x4 x2 x1 x1



Map Legend

- Chest
- Pickpocket's Pistol Point
- Familiar Retreat
- Waystone

Treasures (Chests)

1. Sprite Dew
2. Tonic
3. Fiend's Fang
4. Dead Man's Duds
5. Night Armor
5. All-Be-Gone
7. Fruit Flan
8. Espresso

Miasma Marshes Creatures



028	RHINOSAW			
SIGN	HP	WEAKNESS	RESISTS
	424	Fire	Water



087	WHAMPIRE BAT			
SIGN	HP	WEAKNESS	RESISTS
	415	Light	Dark



127	FIREFRY			
SIGN	HP	WEAKNESS	RESISTS
	402	Water	Fire



Note

The above creature is only on the world map.



182	SLAMANDER			
SIGN	HP	WEAKNESS	RESISTS
	410	—	—



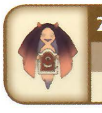
231	WAYWARD SUN			
SIGN	HP	WEAKNESS	RESISTS
	407	Fire	Water



250	SHARPER-PARPER			
SIGN	HP	WEAKNESS	RESISTS
	419	—	—



275	BOUGIE-WOOGIE			
SIGN	HP	WEAKNESS	RESISTS
	403	Light	Dark



282	EX-GIRLFIEND			
SIGN	HP	WEAKNESS	RESISTS
	391	Light	Dark

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43 The Miasma Marshes

Leave Perdida to the north, where you'll find a thin world-map path that leads straight into the Miasma Marshes. At the entrance, Esther blows the Clarion, clearing the deathly fog that has long protected the road to Nevermore.



But while the mists have cleared enough to make travel possible, the Clarion can only do so much. The marshes remain saturated with toxic sludge, and if you accidentally step into a puddle of it, the entire party will be poisoned. Everything is so dark and misty and purple that it can be hard to see where the puddles are. Don't take chances; use your Levitate spell to float through the entire area.





Backtrack to the entrance, heal up at the waystone, and travel northeast to a dead end that has a chest holding an all-be-gone. Take care to explore all the nooks and crannies at the ends of each road, as most contain treasure chests (as shown on the map).



Head south for a bit and back up to the northeast to find another red chest that holds a tasty fruit flan. Across the poisonous pond is a blue chest, but you must circle around to the west to reach it and then use Spring Lock to reveal the fiend's fang inside.

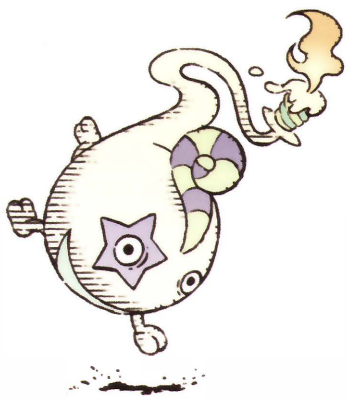
Tip



Enemies like bougie-woogies and ex-girlfiends can perform the Darkness Beckons trick to instantly zero out a character's HP and render him or her unconscious, no matter how strong the target is. Daemonia, mortui, and dracones familiars are mostly resistant to this, so those varieties will come in handy here. But your best bet is just to make these foes your priority targets and unload on them with powerful spells and tricks of your own. Also note that the dead man's duds in the westernmost chest will grant immunity against this attack; equip them to one of the familiars you like to send out at the start of each fight.



With its twisted, winding paths, the marshes can be confusing to navigate, but there are no gimmicks or obstacles to deal with. Head northwest from the entrance, where a pair of dead-end paths lead to worthwhile treasures: a cup of espresso and the all-important dead man's duds.



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Battle your way west past whampires and sharper-parpers to make a few diversions to a red chest to the north and a purple chest to the south containing a suit of night armor. Finally, turn north and wipe out bougie-woogies and wayward suns until you reach the last treasure—a green chest across a purple poison lake that hides a sprite dew. When you reach the second waystone, save your game; the boss is just to the northwest, at the end of a thin trail that descends into a maelstrom of toxic liquid.

Boss: Vileheart

Devourer of Souls



368 Vileheart

HP	6,830	Weakness	Light	Resists	Dark
Drop	—				
Steal	Barrier Badge				

With its constant use of the poison-inflicting Vile Breath move, Vileheart fits right at home in the Miasma Marshes. Using poison-resistant familiars (a category that includes vermes and automata familiars, as well as milites like mites and hurlies) will allow you to ignore Vileheart's primary sources of damage. If you can't field a poison-resistant team, your next best option is just to focus on curing the damage with HP-recovery spells; there isn't much point curing the poison itself when Vileheart will almost certainly inflict it again.



Outside of your healer, your team should be in a perpetual All-Out Attack! The one exception is when Vileheart begins performing Viledriver; you should have just enough lead time to defend with your active character and order an All-Out Defense! before the attack hits. Successfully defending against Viledriver doesn't just prevent a ton of damage; it can also leave Vileheart stunned and knocks out gold glims like candy from a piñata.



Vileheart also has several physical attacks, including a ground slam and a rolling maneuver. However, neither of these inflicts a lot of damage, and they are too quick and unpredictable to base any core strategies around.



Tip

The barrier badge that Swaine can steal from Vileheart offers a nice bonus (+15 points) to both defense and magical defense, although it carries a small penalty (-5 points) to accuracy and evasion. It's a fantastic accessory for a healer like Esther—don't miss your chance to steal it!

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Oliver's Revelation

After the battle, Vileheart drops a mysterious orb that brings Oliver's task to a momentary halt. Instead, Esther takes the party leader's crown, although her reign will be an incredibly short one. After automatically returning to Perdida, have Esther save the game, and then leave the town through the south exit. There she'll find Swaine staring out over Billy Goat's Bluff, no doubt scanning for tokotokos. After they talk, Vileheart returns for round two, and we cut away to Oliver, whose consciousness is in Motorville learning the awesomely powerful Mornstar spell.



Mornstar Spell

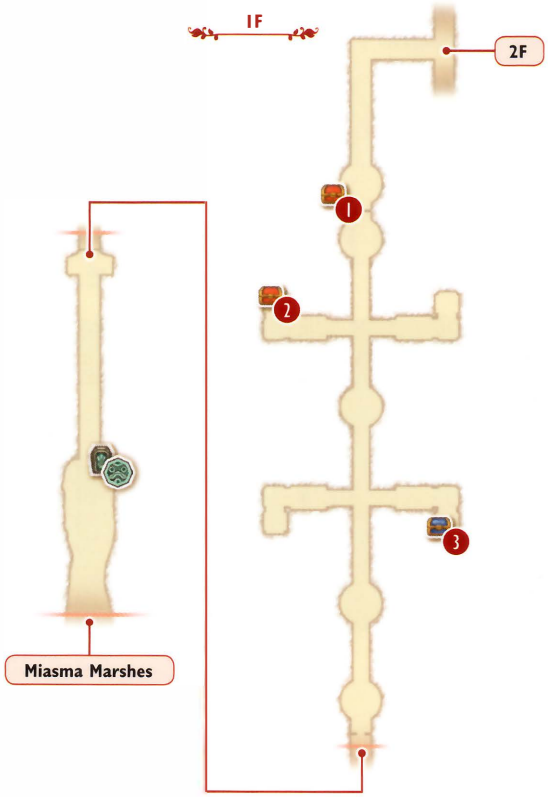
He makes it to the battlefield just in time to thwart Vileheart in a brief reprise of the previous boss fight. This time, Vileheart has only a little over 2,000 HP, which Oliver can blast through in four or five castings of the Mornstar spell. Mornstar does take a little while to cast, so you'll need to either have Oliver stay far from Vileheart so his spell won't be canceled, or wait to begin casting until just after Vileheart performs a trick. As before, Vileheart's Viledriver is a must-block attack, and it still knocks loose gold glims. But let your party members grab those—Oliver's Mornstar is so powerful that he can do almost as much damage by casting that! If you steal from Vileheart during this second fight you will receive a jumbo sundrop instead of a barrier badge.



Castle Nevermore

Dwelling Place of Despair

Suggested Level: 50 — ×7 ×2 ×2 ×1



Map Legend

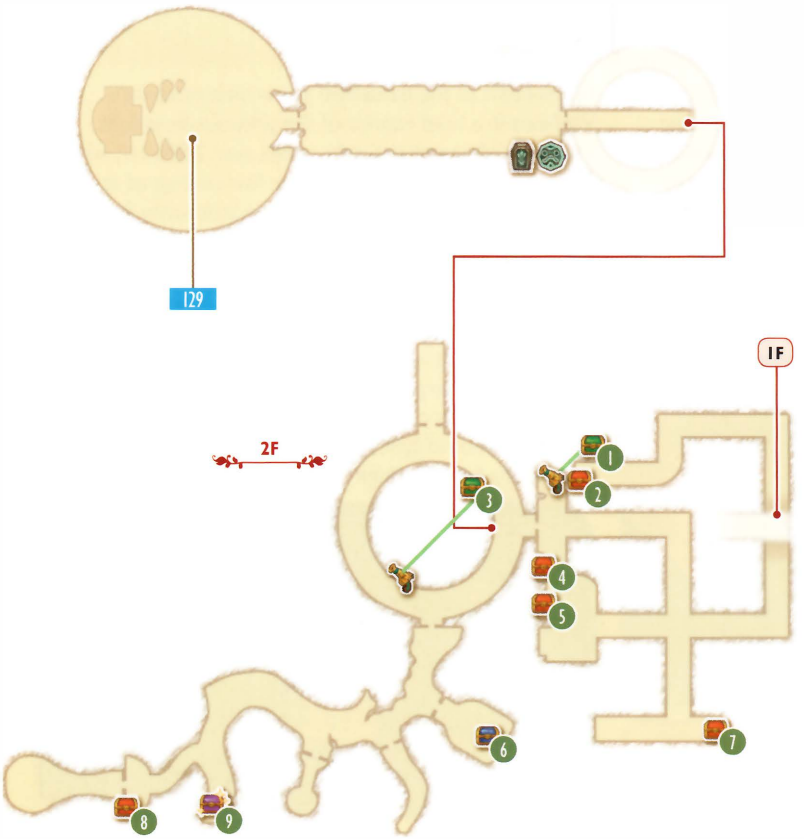
- Chest
- Familiar Retreat
- Waystone

Treasures—Level 1F (Chests)

1. Sprite Dew
2. Phoenix Breath
3. Sage's Secret



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Map Legend

- Chest
- Pickpocket's Pistol Point
- Familiar Retreat
- Waystone

Treasures—Level 2F (Chests)

1. Boarlord's Armor
2. Dragon Lance
3. Giant's Ax
4. Nostrum
5. Wyrmfang Ring
6. All-Be-Gone
7. Shield of the Pure
8. Great Sage's Secret
9. Radiant Blade

Castle Nevermore Creatures



012 GOBFORSAKEN

SIGN	HP	WEAKNESS	RESISTS
	452	Light	Dark



255 ELDRITCH EMPRESS

SIGN	HP	WEAKNESS	RESISTS
	426	—	—



278 GHOST WISPERER

SIGN	HP	WEAKNESS	RESISTS
	449	Water, Light	Fire, Dark



023 GRUFFIAN

SIGN	HP	WEAKNESS	RESISTS
	451	Water	Fire



263 GRIMPALER

SIGN	HP	WEAKNESS	RESISTS
	448	Water, Storm	Dark



283 PHANTASMA

SIGN	HP	WEAKNESS	RESISTS
	428	Light	Dark



130 TURNKEY

SIGN	HP	WEAKNESS	RESISTS
	447	Water	Storm



271 HOGGLE-BOGGLE

SIGN	HP	WEAKNESS	RESISTS
	447	Storm, Light	Dark



287 BONE BRIGADIER

SIGN	HP	WEAKNESS	RESISTS
	461	—	Physical



147 STEAM-MAN

SIGN	HP	WEAKNESS	RESISTS
	473	Storm	Physical



276 BOUGIEMAN

SIGN	HP	WEAKNESS	RESISTS
	433	Light	Dark



292 MUMBO ZOMBO

SIGN	HP	WEAKNESS	RESISTS
	436	Light	Dark

44 Shadar, the Dark Djinn

There's no need to run all the way through the Miasma Marshes again; as soon as you enter the area, you'll spot a warp point across from the waystone that will take you straight to where you fought Vileheart the first time. From there, the gates of Castle Nevermore are just a few steps to the northwest. Nevermore is a tough area, so if you haven't been doing side tasks or grinding for experience points, you may hit somewhat of a wall here. If the going gets tough, you can always Vacate and Travel to Perdida to hunt down tokotokos, or fill your bag with cappuccino—a provision that will give lower-level players a fighting chance in the area's trio of consecutive boss fights.



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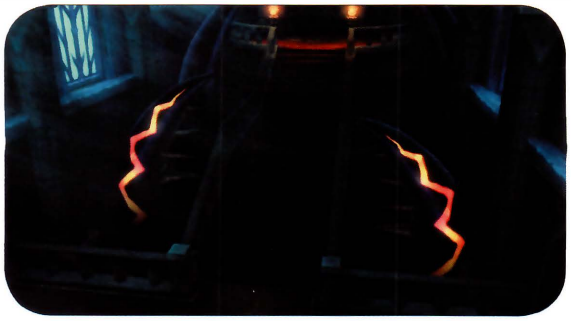
Ground Floor

Nevermore is a mysterious place, full of what appear to be impassible dead ends. But when you find and activate one of the black pedestal-mounted crystals, a new staircase suddenly appears—although it won't always be immediately obvious where. On the ground floor of the castle, the path is pretty straightforward. As you proceed north, you hit a T-shaped intersection; one fork dead-ends at a treasure chest and the other fork dead-ends at a crystal. Examine the crystal, and a staircase appears that allows you to proceed north to the next T-shaped intersection.





At the next T-shaped intersection the positions of the treasure and the crystal sphere are reversed. Grab the valuable phoenix breath from the chest on the left and activate the crystal on the right. When the staircase materializes, climb the steps and open the large set of wooden double doors. As you enter the next room, look to the left to find a chest with a sprite dew, and then run up the long staircase to the second floor—and that's when things start to get really weird.



Tip

These hallways are rather narrow, and if you plan on getting all the treasures, which makes a lot of sense due to their rarity, it may be difficult to avoid conflict. Many of the foes are slow enough to elude, but if you're forced into battle remember that most of the creatures in this tower are weak to light or water.



2F East

On the stairs and in the entire eastern region of the second floor, the camera goes a little crazy, twisting and warping and eventually turning the whole world upside down. This can make navigation extremely confusing if you're looking at the screen, but it's a lot easier to figure out where you are and what direction you're moving in if you focus on the arrow that represents your location on the game's auto-map. It may be a struggle, but this part of the map is well worth exploring, as it's absolutely packed with great treasures, including a dragon lance weapon via the northern staircase and a nostrum, wyrmfang ring, and shield of the pure off the southern staircase. Also, at the northwest ledge of the area accessible from the southern staircase, you can take a shot at a green chest containing a set of Boarlord's armor.





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2F West

When you continue west to the circular room at the center of the second floor, the camera returns to normal. Don't miss a second green chest, this one atop a pillar in the northeast section of the room. You'll need to be in the southwest part (if it were a clock, at roughly 7 o'clock) to hit it.



Leave the circular room to the south to enter a twisted hallway full of doors that, as on the first floor, contain either treasure chests or crystals that make new paths appear. As you proceed west from the circular room, pick up an all-be-gone in the first room you pass and activate a crystal in the third room to make the next path appear. You'll pass two more chests to the west before you reach the final crystal, at the top of the stairs in the southwest part of the second floor.



When you activate the crystal, it isn't clear what changes; even the Guiding Star on your map seems confused. But this time, the new staircase has appeared in the circular room at the center of the map. Use it to reach a third-floor hall that you've seen in your dreams. Don't miss the waystone to the south just past the entrance; you're definitely going to need it. You now have to fight three bosses in a row, with no opportunity to save or heal between them.



Boss: Shadar

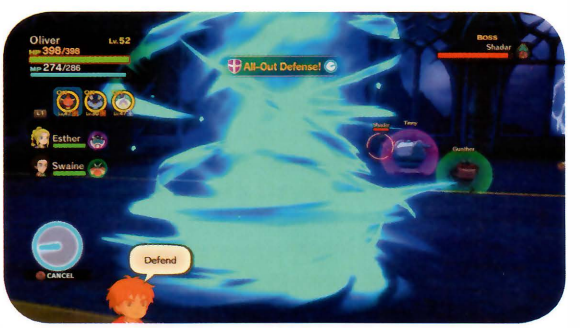
The Executor



373 Shadar

HP	3,900	Weakness	Light	Resists	Dark
Drop	—				
Steal	Wizard's Robes				

Shadar uses a wide variety of attacks: one of each elemental type, plus the devastating dark-type Evenstar. The fire-type Pyre attack targets only one character (although the flames that remain on the ground can damage anyone) and isn't especially powerful. The storm-type Fell Wind attack has a short range, hitting any character in an arc in front of Shadar, but you should have enough time to get out of range of it. Bleak Midwinter, on the other hand, is extremely dangerous, hitting all of your characters and leaving damaging ice spikes behind. Defend with everyone as soon as you see Shadar casting it. Early on it is best to use an All-Out Defense! any time Shadar performs a trick and then immediately go on the offensive. Let your teammates engage Shadar while Oliver keeps his distance, to avoid Fell Wind and have plenty of time to block the other magical attacks and hurl light spells from a safe distance.





The first time Shadar performs Evenstar, there isn't much you can do except defend. But after that, Drippy teaches you how to cancel the Evenstar move by targeting Shadar

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with Mornstar. Pulling off the Mornstar cancel is hugely effective; it heads off Evenstar, leaves Shadar stunned, and has a good chance of generating a gold glim. But since both moves take an equal amount of time to use, you can't wait until Shadar begins performing Evenstar to have Oliver cast Mornstar. Fortunately, there is a pattern to Shadar's behavior; he only performs Evenstar after moving towards his throne and performing Fell Wind. When you see him moving in that direction, get out of Fell Wind range and then start casting Mornstar as soon as the Fell Wind resolves. (If you get hit by it, change plans and defend instead—you won't be able to cast Mornstar in time.)





Tip

It isn't worth risking your life to steal from the next two bosses, but you definitely want to get your hands on Shadar's wizard's robes if you can. They have solid defensive abilities and offer the same protection against one-hit-kill attacks that the dead man's duds do. They aren't available anywhere else, although they can be made via alchemy.



Boss: Eternal Knight

Darkest Demon of Despair



371 Eternal Knight

HP	6,270	Weakness	Light	Resists	Dark
Drop	—				
Steal	Night Armor				

The Eternal Knight is an extremely powerful attacker, but he's one of those one-track-mind fighters that zeroes in on someone and lumbers around the battlefield focusing only on his chosen quarry. Take control of whomever he's targeting and have them use their elemental trick performing familiar, running away as they use tricks over their shoulder. Don't waste time and MP on big spells like Mornstar; quick, cheap spells like Whirligig are much more efficient. The goal of this approach isn't to burn through MP to bring it down, but to lure the lumbering knight around in a circle so your companions can attack it from the rear with a melee assault.



The Eternal Knight's deadliest attack is Onslaught, which does heavy damage to everyone in the party, no matter how far away they are. After he uses it for the first time, Drippy pops up to tell you that you can stun the Eternal Knight by canceling him out of the attack, but he fails to mention that you'll get chopped into pieces if you fail.

There's really no reason to rely on such a high-risk strategy when it's much easier to just defend against Onslaught (and order an All-Out Defense! as well, of course). A successful defense will knock out plenty of glims (including gold ones), and it's not like you need the opening caused by the stun to damage such a slow-moving foe. Sorry, Drippy—gonna have to overrule you on this one.



Tip

Since the Eternal Knight is so focused on his single target, it's fairly easy to have that target defend while you use recovery spells or items (provided you're ever ready to cancel out of whatever you're doing and defend against Onslaught). Since you have another battle immediately after this, it's a good idea to heal up and fill Oliver and Esther's MP towards the end of this fight.



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Boss: Shadar

The Dark Djinn



374 Dark Djinn

HP	8,830	Weakness	Light	Resists	Dark
Drop	—				
Steal	Jumbo Stardrop				

Shadar's Dark Djinn form is huge and has a ton of MP, and you'll face him when you're already fatigued from dealing with his base form and his Eternal Knight. But don't worry; he isn't quite as tough as he looks. The Dark Djinn can perform a wide variety of powerful tricks, but you can avoid most of them with careful positioning. The only one you really need to worry about is World's End, a move so powerful that failing to defend against it even once can spell defeat. Fortunately, the Djinn uses it rarely and gives you plenty of time to react. When he does, promptly defend and then order an All-Out-Defense!, and when the world fails to end the Djinn will be stunned and open for a counterattack.



The Dark Djinn can't move or even turn his body, so his other four moves can only hit predetermined areas. Blast from Beyond fires from his right hand towards the back-left corner of the battlefield, while Pitch Black fires from his left hand towards the back-right corner of the battlefield. As long as you face him directly, standing between his hands, he won't be able to hit you with either.



To hit foes who try that strategy, the Dark Djinn performs his Circles of Hell move to scatter black circles of darkness in the area between his two hands. But you can actually see the circles forming before the damaging darkness emerges, and as long as you're paying attention, it's easy enough just to get out of the way. Finally, his Fell Sweep move damages everyone in an arc directly in front of him, so you are fairly safe if you stay towards the middle.

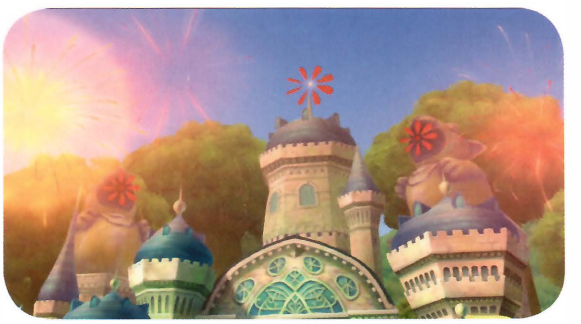


If you have a few provisions on hand to replenish your MP, the best plan of attack is to play as Oliver and always stay in the safe zone, where you're between the Dark Djinn's hands but too far away to be caught by his Fell Sweep attack. Then the only things you have to worry about are the easily avoidable Circles of Hell and the very rare World's End (which is the only time you need to have Oliver defend). Blast the Dark Djinn with Mornstar spell after Mornstar spell, and when you run out of MP, use a recovery item to fill back up. If you do have a couple of MP recovery items on hand, the only time you ever want to directly attack with familiars is when he's stunned by your successful defense of a World's End. But if you ever run out of MP, you'll have to take a more aggressive strategy, rushing in with an All-Out Attack! and adding Fell Sweep to your list of must-defend moves.



After the battle, you'll learn Shadar's Evenstar spell and then watch what appears to be a long and satisfying ending. But don't be fooled—we've got an entire chapter left!

Evenstar Spell



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Chapter 7—A World Reborn

Shadar has been defeated. Oliver's quest is complete, and the other world seems to be at peace. But the game wouldn't be subtitled Wrath of the White Witch if all the witch did was have a few ominous conversations. Savor those hard-earned triumphs, but steel yourself for greater challenges yet to come.

The *Iron Wyvern*



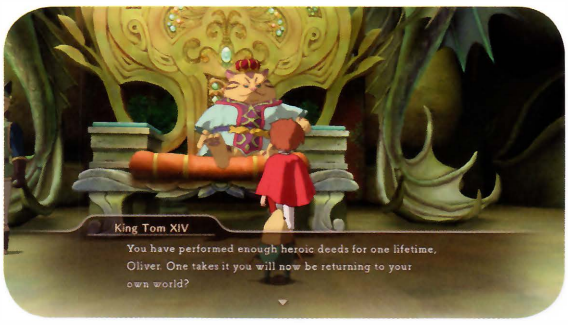


Map Legend

- Hootique/Peddler
- Familiar Retreat
- Waystone

45 A New Beginning

The story resumes in Ding Dong Dell, where jubilant citizens are celebrating a new era of peace. You can't leave the town or pursue any tasks at this point in the game, so head into the castle to speak with King Tom. After your conversation, speak to him again and tell him that you're ready to go home. If you were expecting touching speeches and a credit roll, guess again; Oliver's farewell doesn't go quite as planned, and after an unexpected development he awakens on the deck of Kublai's *Iron Wyvern*.



There's still plenty of work to be done, but at least you have new allies with which to do it: Marcassin joins your party, along with his electrixx familiar. The electrixx is stuck at its second metamorphose and has a pretty underpowered set of skills, so if you hope to use it, you should feed it a jumbo stardrop and a whole lot of treats as soon as possible.

Tip

Marcassin is a magic-user who knows most of the spells that Oliver does, along with a Thunderstorm spell that deals storm-type damage to all foes on the battlefield (a spell Oliver can't yet cast). His miracle move heals the entire party to full health. Marcassin is a focused and powerful spell-caster but is the frailest of the four characters on defense, so he's best saved for when his magical talents are necessary.



46 Hope Turns to Ash

No solution to the manna crisis has presented itself, so Oliver decides to return to Motorville to speak to Pea. Cast the Gateway spell to warp into the city, and then travel west, south, and a short distance east to reach Oliver's house. You'll find Pea in Oliver's room on the second floor, sitting on his bed. After a brief conversation, Pea agrees to help you save the other world.



However, don't Gateway back to the *Iron Wyvern* quite yet! Instead, head down the hall to Oliver's mom's room and examine the desk in the southeast corner of the room. Someone has left a page of *The Wizard's Companion* that offers an intriguing bit of lore. This one's easy to miss, so grab it now!

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New Tale of Wonder— The Young Woman's Journal



47 A Pea in the Party

Upon your return to the other world, you'll end up at Ding Dong Dell to deal with its manna situation. You don't actually need to clear this area first; you're free to skip ahead and visit Al Mamoon or Hamelin if you like (all three are pretty similar in terms of difficulty).



Ding Dong Dell is crawling with zombified villagers, who attack aggressively and are often waiting around corners to ambush you. In their wretched state, the villagers are not very agile and can be avoided to some extent. Still, don't count on being able to slip by all of them, and instead take the bull by the horns and strike them from behind whenever an opportunity presents itself. While they have a wide variety of appearances, all of the enemies behave similarly, have around 450 HP, and share an immunity to status ailments, a resistance to darkness, and a weakness to light. Any familiar with the light trick Twinkle Twinkle will be a great asset against the tainted villagers.



Your destination is the castle, and you should go straight there. There's no point exploring the other parts of the town; there are no new treasures to find, and while the shop doors are open, there won't be anyone inside to serve you. (If you're looking to buy items, you can always teleport to Perdida, Yule, or the Fairyground.) When you near the castle, don't miss the newly installed waystone to the right of its gates! You'll want to be in full health for what awaits you inside.

Boss: King Tom XIV

Tom Tildrum Is Undead



375 King Tom XIV

HP	4,800	Weakness	—	Resists	—
Drop	—				
Steal	Cat King's Claws				

As with all of the manna-infused bosses, you'll have to fight King Tom twice; as soon as he runs out of HP, his life bar refills and he stands up on two legs to fight with more power and a new assortment of moves. His second phase is much tougher than his first, so heal up right before he runs out of HP the first time. The first phase is also the best time to steal his cat king's claws, as there won't be as many good openings in the second part of the fight.

In both phases, use aggressive familiars (ideally ones that are resistant to physical damage and/or poison) and attack King Tom from behind, where you'll be immune to his Royal Roar tricks and his standard attacks. But his Crazy Claws trick can hit the whole party no matter where they are, and that must be defended at all costs. You won't have a lot of time once King Tom starts performing it, but you can get an early heads-up by watching for when he leaps backwards, a move that always precedes the Crazy Claws attack.





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When King Tom rises for the second part of the battle, he abandons his previous moves and uses two new ones: Itchy Scratchy is a new version of Crazy Claws that can also inflict poison, even if you block it (as with Crazy Claws, he leaps backwards before using it, giving you a little extra time to defend). Royal Roar is replaced by Cat Slap, an aggressive punch attack that will land on whomever he's targeting, no matter how far away they are. It's incredibly powerful, so make sure its target is defending. Throughout this stage of the battle, try to maintain control of whichever character he seems to have his sights on, so you can order them to defend when he begins to charge up the punch. Since that character will be its only target, have the rest of your party stay in all-out attack mode. If you're lucky, they'll cancel the move, stunning King Tom and possibly generating a gold glim.





A Purified Ding Dong Dell

After you defeat King Tom, Pea will help you return Ding Dong Dell to normal and collect the mysterious Flower of Youth in the process. You then automatically return to the *Iron Wyvern*, where you can use Tengri or your Travel spell to head out and save the next town from the scourge of falling manna. But you do have another option: You can go right back to the now-restored Ding Dong Dell to pursue the newly unlocked task 065 and meet up with your old buddy Horace. (But only if you've solved his questions at every previous appearance, of course.) We cover task 065 in "Task Journal—Part 16."



Thunderstorm Spell



Tip

After you've answered all his previous questions and saved Ding Dong Dell, Horace shows up right where you first met him—behind the stone monument in the park in the northeast part of Ding Dong Dell. Use your Spirit Medium spell to talk to him, and he'll ask you to translate the Nazcaän inscription on the monument behind him. The translated text poses a question that's answered in *The Wizard's Companion*, asking you to combine the black strokes from your first and second spells (Form Familiar and Gateway) and figure out what spell those two strokes would create. Flip through your spells till you spot the answer (Unleash), and tell it to Horace. He rewards you with the page for the previously Marcassin-exclusive Thunderstorm spell. This is a great spell to use when facing large groups of standard foes; it does solid damage and is incredibly quick to cast.



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The Manna Crisis: Al Mamoon

The wretches in Al Mamoon have a few more hit points than their Ding Dong Dell equivalents but are otherwise no more difficult to defeat. The wide roads of Al Mamoon make it easier to avoid them but harder to shake the throngs of wretches that are chasing you, so you should still pick a fight every now and then (especially when you see a back-attack opportunity) in order to reset the positions of any wretches who are on your tail. As in Ding Dong Dell, your destination is the palace, and there's a new waystone right near the entrance that you won't want to miss.



Boss: Queen Lowlah

Inhuman Unkindness



376 Queen Lowlah

HP	5,100	Weakness	—	Resists	—
Drop	—				
Steal	Patty Cake				

Like King Tom, Queen Lowlah is a pushover in her first phase but comes back strong with a full life bar and greatly enhanced moves after her initial defeat. In her first phase, the only trick you need to worry about is Royal Rush, in which she charges the character she's currently targeting. If you're controlling that character, launch a quick defense; if you're not, order an all-out defense instead. Her other trick, Haughty Snort, is a blast of wind in whatever direction she's facing. If anyone's in its path, simply take control of them to get them out of the way or have their leader pull them out of the fight. Her normal attacks include a side-to-side roll, so as a general rule, you should attack her from behind. The good approach to deal with these attacks is to get the queen to focus on one character. Lead her around while staying out of range so your team can attack her from behind without being the focus of her assault.



In her second phase, Queen Lowlah replaces Royal Rush with a move called Flying Cow that deals heavy damage to everyone and leaves them briefly stunned. She also upgrades Haughty Snort to Haughty Huff, but once again, it's a directional attack that you can simply move out of the way of. Since Flying Cow is so devastating and she can perform it very quickly, you need to defend and order an all-out defense as soon as you see her gyrate to begin performing something; if you wait to see what move she's using, it will probably be too late.



In the second half of the fight, you can use your Burden spell to stun her and possibly knock loose a gold glim. This will be effective only once or twice, so make sure you time it right (immediately after she uses a move is the best time) and are ready to grab and use any gold glims the spell generates.





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A Purified Al Mamoon

Another township saved, and another magical flower gained. As before, Oliver and crew automatically return to the *Iron Wyvern* to plot their next move. You can either move on to purify Hamelin or return to celebrate your victory in Al Mamoon and pursue the newly unlocked task 066.



The Manna Crisis: Hamelin

Hamelin is the third and final township affected by the manna crisis, and as the largest town, it offers the longest route to its boss-defended black crystal. Fight your way north, seizing back-attacking opportunities where you can. You'll find a new waystone in the small area north of the city, near the palace guards whom you were able to trick with your pig armor so long ago. After you save and heal, make your way through the palace's maze of hallways. Use the northwest door to enter the palace courtyard, where Porco Loco launches his attack. Note that if you're looking to fill out your creature compendium, Hamelin offers your last chance to battle wretches, so you may want to double-check to make sure you've battled all 10 varieties (387–396) before moving on to the boss.



Boss: Porco Loco

Eisenschwein Mk. XX



377 Porco Loco

HP	2,880	Weakness	Storm	Resists	Physical
Drop	Gyro-Grappler				
Steal	Jumbo Planetdrop				

Of the three infected bosses, only Porco Loco has an elemental weakness, and if you're prepared to exploit that, he'll be the easiest of the bunch to beat. Equip any storm-type weapons in your inventory to your fighters, and make sure at least one of your party members has a good storm-type trick familiar in their active party. (Oliver and Marcassin can do some damage with their Thunderstorm spell, and Oliver can use Unleash to cast Bolt from the Blue, but those mass-targeted spells aren't very efficient against a single target.) As with Porco Loco's previous incarnation, Porco Grosso, you can score easy stuns by dealing set amounts of damage from a storm-type source.



In his first form, you don't need to worry about much; both of Porco Loco's moves target only a single character and do solid but survivable amounts of damage. Also, both of these are fairly easy to defend against and can even produce gold glims.



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When Porco Loco falls and rebuilds himself, you have to watch out for his powerful new mass-targeted Pork Scrappings attack. Defend against that, collect all the fallen glims, and resume piling on the storm-type damage for a relatively easy win.



Tip

In the event scene immediately after the battle, a Hamelin soldier gives you the recipe for the highwayman's handgun, which requires the gyro-grappler that Porco Loco just dropped. To complete the recipe, you'll also need two drill screws, which can be foraged outside of Skull Mountain, and a blowpipe, which you can win or steal from beam-man or demoliceros creatures in the upcoming Ivory Tower area.



New Formula: 129

A Purified Hamelin

Back at the *Iron Wyvern*, Pea gives you the third and final flower, and you see a revelation that points you to your next objective: The Spring Realm. That's the large island in the southwest sea that was formerly covered with fog, but which can now be reached by Tengri. But before you visit the other world's final untrodden continent, you may want to take a few minutes to clear up some unfinished business in more familiar parts of the world, including the newly unlocked task 067 in Al Mamoon and task 068 in Hamelin.



TASK JOURNAL—PART 16

After each kingdom is sanctified, you'll unlock at least one new errand to pursue. These tasks are fairly substantial, but each offers a solid reward and plenty of stamps for your trouble.

ERRANDS

Task 065—The Cat's Whiskers

Your client for this task is the Ding Dong Doorman from whom you extracted enthusiasm at the very start of the game. Meet him at the entrance to the town, where he explains how he lost his Cat's Whiskers to some sort of thieving creature. The only clue is the footprints in front of him, which you can follow right outside of the city and onto the world map, where they'll eventually lead you to the culprit. (If it's ever unclear which direction the footprints are pointing, just examine them and the text will tell you.) But there's a trick here; there are actually three different sets of footprints, each leading to a different monster. You need to make sure you're always following the ones with the webbed, three-prong shape that you saw near the guard. (Following the footsteps to the wrong monster will result in a fairly tough battle that wins you nothing.) Telling which set is which can be tough since they're so tiny on the world map; the correct set leads you west and slightly north from Ding Dong Dell, and has you cross the river canyon to fight a bearded, fan-wielding creature known as an igneous supremus on the other side. It isn't too powerful, but it has a lot of hit points and high defense scores. Use your familiars with elemental-based tricks to blast it with water-type attacks, and when it finally drops, you'll find the guard's Cat's Whiskers.

Reward: Radiant blade and 3,000G.







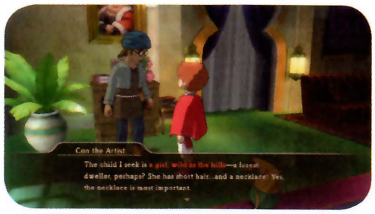
327	IGNEOUS SUPREMUS		
SIGN	HP	WEAKNESS	RESISTS
	8,045	Storm	Physical

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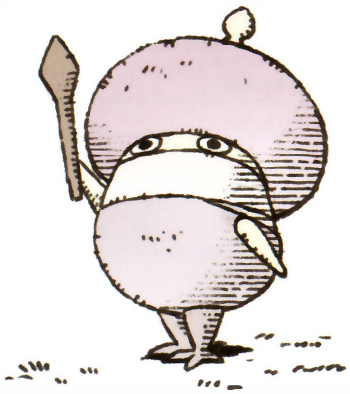
Task 066—The Artist's Muse

If you've completed his previous errand (task 022), the artist hanging out in the Al Mamoon Cat's Cradle will ask you to help him round up another model. This time he's looking for a young forest dwelling woman with short hair and a necklace. Specific enough for you? He's pretty sure someone like this can be found in one of the game's forest glades, and he's right: She's in the forest glade on Turtle Crag. That's the island north of the Hermit's Shell and south of the Winter Wonderlands. It's a U-shaped island, and you'll find the forest glade at the northern tip of the right side of the U. Talk to the tomboyish girl wandering through the woods, and tell her of the offer. She'll accept, and you'll be warped right back to the Cat's Cradle inn, where you can speak to the artist to claim your reward.

Reward: ⚜⚜⚜⚜⚜⚜
Shield of the pure and 3,000G.



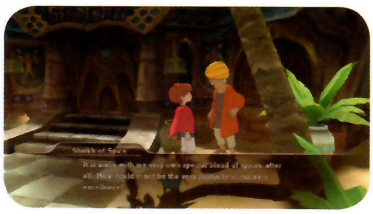




Task 067—Curry in a Hurry

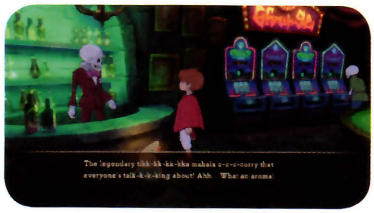
If you've completed task 048, you'll find that Taj (of the Taj Mahal curry stand) east of Al Mamoon's milk fountains is looking for help again. This time, he's looking for someone to make some quick deliveries for him. For each delivery, you'll need to pick up the curry from Taj, rush it to the customer (okay, the game doesn't actually care how long it takes), and then return to the merchant for your next assignment. In order, the customers are the Sheik of Spices outside of Swift Solutions in Al Mamoon, the governor in the dock area of Castaway Cove, the owner of Hamelin's Black Market, the skeleton bartender in the Tombstone Trail casino, and a forest dweller in the forest glade in the western valley of the Rolling Hills, west of the river gorge. You can use the Travel spell to reach most of the customers but must have Tengri fly you to the final one.

Reward: ⚜⚜⚜⚜⚜⚜⚜⚜
Bowls of tikka mahala x20 and 3,000G.









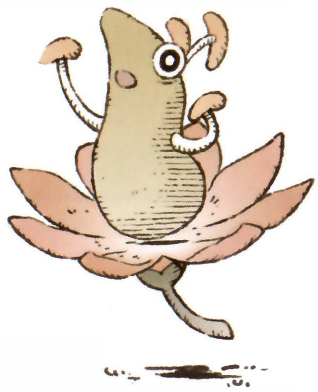


Task 068—Wakey, Wakey

In Hamelin, a man wandering outside of Swift Solutions is having a problem with oversleeping. He asks for your help finding a solution, but it will take a couple of tries before you find something that works. First, bring him a sleep-be-gone, which can be purchased in any store. When that doesn't work, bring him a cappuccino—you can buy one in Yule or Perdida. When that doesn't work either, it's time to bring out the big guns: a familiar that knows the Rise and Shine trick. If you don't already have a familiar who knows it, you can use a Rise and Shine gem to teach it to anyone with an open trick slot (Rise and Shine is a colorless gem). Alternatively, you could capture a turbandit in the Shimmering Sands (it learns Rise and Shine at level 7) or a bubbud in Ding Dong Well (which learns Rise and Shine at level 5). Place the appropriate familiar in your party's lineup and go talk to the man one last time to cure his malady and claim your reward.

Reward: ⚜⚜⚜⚜⚜⚜⚜⚜
Dragon lance and 3,000G.





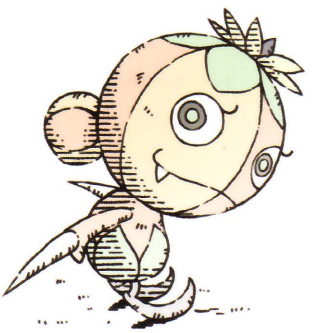
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The Spring Realm



Places of Interest

I Ara Memoriae



The Spring Realm Hidden Treasures

- 93 Sprite Dew
- 94 Necromancer's Mantle
- 95 White Stag's Antler
- 96 Harrowfang
- 97 All-Seeing Eye

The Spring Realm Forage Points

- 1 Drill Screw
- 2 Fogdrop
- 3 Jade Marble
- 4 Jade Marble

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The Spring Realm Creatures

003 BATTERHORN	SIGN	HP	WEAKNESS	RESISTS
		507	—	Physical

024 SCRUFFIAN	SIGN	HP	WEAKNESS	RESISTS
		491	Water	Fire

036 BAARNDANCER	SIGN	HP	WEAKNESS	RESISTS
		477	Water	Physical

040 FULL BOAR	SIGN	HP	WEAKNESS	RESISTS
		553	Water	Fire

044 HIEROPHANT	SIGN	HP	WEAKNESS	RESISTS
		536	Physical	Water

097 FIGHTINGALE	SIGN	HP	WEAKNESS	RESISTS
		490	—	—

108 FLORID FLORET	SIGN	HP	WEAKNESS	RESISTS
		494	Water	—

139 PALEOLITH	SIGN	HP	WEAKNESS	RESISTS
		431	—	Physical

143 SUPERCOGDUCTOR	SIGN	HP	WEAKNESS	RESISTS
		481	—	Storm

153 FUDDY-DADDY	SIGN	HP	WEAKNESS	RESISTS
		496	Water	Storm

172 NIGHTCAP	SIGN	HP	WEAKNESS	RESISTS
		483	—	Storm

184 PETRAMANDER	SIGN	HP	WEAKNESS	RESISTS
		498	Physical	Fire Water Storm

192 WEAVER DIVA	SIGN	HP	WEAKNESS	RESISTS
		496	—	—

203 SWEETPEA SPRITE	SIGN	HP	WEAKNESS	RESISTS
		483	Fire	Light

259 STARSHADE	SIGN	HP	WEAKNESS	RESISTS
		492	—	—

265 RELIXX	SIGN	HP	WEAKNESS	RESISTS
		488	—	—

296 EGGYPTIAN	SIGN	HP	WEAKNESS	RESISTS
		370	—	Dark



Places of Interest

- I Forest Glade
- II Hermitage
- III Forest Glade

The Southwest Islands Hidden Treasures

- 98 Pixie Dew
- 99 Drowsy Drops Gem
- 100 Rise and Shine Gem

The Southwest Islands Forage Points

- 1 Rumblenut
- 2 Meteorite Fragment
- 3 Babana (25%), Green Grapes (25%), Sour Grapes (25%), Crownberries (12.5%), Big Babana (12.5%)

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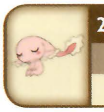
Turtle Crag/Bungler's Bay Creatures



107	HORRID FLORET			
SIGN	HP	WEAKNESS	RESISTS	
	363	Water	—	



190	WINCY			
SIGN	HP	WEAKNESS	RESISTS	
	386	Fire	—	



238	RED NAPPER			
SIGN	HP	WEAKNESS	RESISTS	
	377	Physical	Fire	



179	SNAPTRAP			
SIGN	HP	WEAKNESS	RESISTS	
	366	Fire	—	



202	SPROUT SPRITE			
SIGN	HP	WEAKNESS	RESISTS	
	368	Fire	Light	

48 The Lost Continent

To reach the Spring Realm, the final unexplored region of the other world, fly Tengri west of Castaway Cove and past Bungler's Bay to the large island in the southwest corner of the other world's map. The fog that once obscured the island is now gone, but that doesn't mean you can land Tengri wherever you like. Remember Pea's comments about a picture of a bird, and look closely at the unvegetated parts of the island; many have what appear to be geoglyphs carved onto them. The geoglyph of the bird is on the raised section in the southeast part of the island, and Tengri will be happy to set you down right on top of it.



As you may have guessed, your goal is to reach the fortified dais in the chasm at the heart of the island. It looks close, but due to the maze-like placement of the mountain ranges, you'll actually have to circle the entire island to reach it. It's a long walk, and the enemies here are pretty tough, so conserve your resources and use your Veil spell if you find yourself struggling to survive. But if your party is strong enough to endure a slightly longer route, you can keep busy by hunting for the continent's five hidden treasures as you make your way around the island.



On the ground just before the bridge to the altar, you'll see another bird-shaped geoglyph, one that seems to have faded over time; use your Rejuvenate spell to restore it, which will create a far more convenient landing spot for Tengri. A few steps beyond that, you'll see that the bridge to the castle is out. Cast your Bridge spell to fix it, and walk across to Ara Memoriae.



Ara Memoriae

At Ara Memoriae, insert the three flowers into the three pots at the north, east, and west parts of the structure. That activates a small obelisk in the center of the map that will light the way to the Ivory Tower—the game's final destination. After that revelation, the party returns to the *Iron Wyvern* for one final meeting. The Guiding Star now points to Kublai, who will set a course for the Ivory Tower whenever you say the word. But before you do, you may want return to the surface world to pursue four additional tasks (errand task 084 and bounty hunt tasks 110–112), pick up the final hidden treasures in the islands surrounding the Spring Realm, and shop for provisions for the journey ahead.



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HIDDEN TREASURES IN THE SPRING REALM

There are five hidden treasures on the island where the ancient civilization of Nazcaä once stood.

93

Search the head of the bird geoglyph where you landed on the Spring Realm to find a bottle of sprite dew.



94

Walk south along the east rim of the chasm surrounding Ara Memoriae at the heart of the Spring Realm. Search at the rim's southern dead end, near the top of a small waterfall, for a necromancer's mantle.



95

North of the chasm in the center of the Spring Realm, a small river feeds the lake beneath Ara Memoriae. Search at the top of the waterfall where the river pours into the lake for a white stag's antler.



96

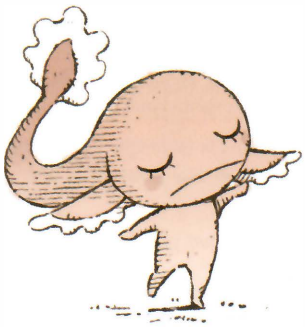
In the Spring Realm, search for a harrowfang at the base of the large waterfall in the northwest corner of the map.



97

West of Ara Memoriae, follow the mountain range to the northwest. At the northern tip of the mountain range a cliff juts out over the sea; search at its edge for an all-seeing eye.





HIDDEN TREASURES IN THE SOUTHWEST ISLANDS

Each of the three small islands surrounding the Spring Realm holds a hidden treasure.

98

Land at the south beach of Turtle Crag, the island northwest of the Spring Realm, and walk northeast along the beach. Search at its northeast tip for a bottle of pixie dew.



99

On Bungler's Bay (the island west of Castaway Cove and east of the Spring Realm), cross through the woods at the northern tip of the main island and search the patch of unforested earth at the base of the mountains to find a Drowsy Drops gem.



100

If you haven't claimed it already, land on the beach at the Hermit's Shell (the island south of the Spring Realm, which you can now reach by air) and search at its northeast tip for a Rise and Shine gem.



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TASK JOURNAL—PART 17

This is the last batch of tasks before the end of the main story, so don't miss the opportunity to earn a pile of cash, some nice gear, and a bunch of merit stamps before you challenge the game's final area.

ERRAND

Task 084—Notes from the Fog

The guy who always loses his travel diary has appeared at the bridge over the bay in Castaway Cove, where he's singing a familiar tune. This time, he's lost his diary in the Spring Realm, by the pedestal in the northwest part of the island, near the geoglyph that looks like a skull. Travel to Ara Memoriae and walk north along the dirt path until you see the skull sketched into the road. Search a round white stone just to the east of it to find the diary.

Reward:
Diva's mantle and 3,000G.



BOUNTY HUNTS

Task 110—Vicious Venom

The target of this bounty hunt can be found at the southern tip of the Spindle, the island east of Hamelin. Your foe knows powerful dark-type tricks, and while he rarely performs them, it's a good idea to have a team of fighters keeping him off balance while a storm-type trick familiar dishes out the real damage from afar.

Reward:
Darkness Beckons gem and 3,000G.





311	SMOGGY FUG		
SIGN	HP	WEAKNESS	RESISTS
	4,030	Storm	Fire

Task 111—Save the Researchers

Your target for this bounty hunt is standing right in front of the bridge to Ara Memoriae, so either Travel there or have Tengri drop you off at the nearby geoglyph. For a collum, your foe is pretty spry, charging around the battlefield and using long-range attacks to foil your spell-casters. But while it puts up a good fight, all you need to do to win is field a good spell-caster or two to quickly punch through its HP with storm-type spells.

Reward:
Cat king's claws and 3,000G.





318	DORIC COLLUM		
SIGN	HP	WEAKNESS	RESISTS
	3,470	Storm	Physical

Task 112—Terror on the Tundra

The target for this bounty hunt is on Scrooge Island, the southern island in the chain of islands southwest of the Winter Wonderlands. If you still have those blazing blades in your inventory, now would be a good time to dig them out; an onslaught of flame-type attacks will both exploit your foe's vulnerability to fire and hopefully cancel some of its damaging water-type tricks. If you find its tricks are taking a toll, you may want to boost your team's magical defense with Oliver's Ward spell.

Reward:
Earsplitter gem and 3,000G.





318	CELESTIUS PRIMUS		
SIGN	HP	WEAKNESS	RESISTS
	4,460	Fire	Storm

49 The World United

When you're ready to begin the final stage of your adventure, talk to Kublai on the deck of the *Iron Wyvern* and accept his offer to rest for the night. The next morning, you'll find several new faces on the deck of the ship, including fairies Smiley 'n' Surly standing near Tengri. Talk to Surly, and after a long conversation, he'll offer to sell you some special armaments. (Once you have Surly's permission, talk to Smiley to do the actual shopping.) The armaments available here may appear weaker than your familiars' currently equipped gear, but take a closer look at their abilities before you dismiss them; the weapons don't offer great attack scores and the armor doesn't offer very good defense scores, but many of the items significantly boost other abilities that aren't typically affected by arms and armor. Some have useful special properties as well.

Once you've fully equipped yourself for the challenges ahead, speak to Marcassin at the center of the deck, and then speak to him again to tell him you're ready to go.



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Smiley 'n' Surly's

Weapons

ITEM	COST
Hero's Sword	33,000G
Kiss of Death	31,000G
Crystal Spear	38,000G
Ogre King's Ax	40,000G
Werewolf Claws	38,000G

Armor

ITEM	COST
Knight's Armor	30,000G
Robe of Restoration	28,000G
Diva's Mantle	23,000G
Shiny Shield	22,000G

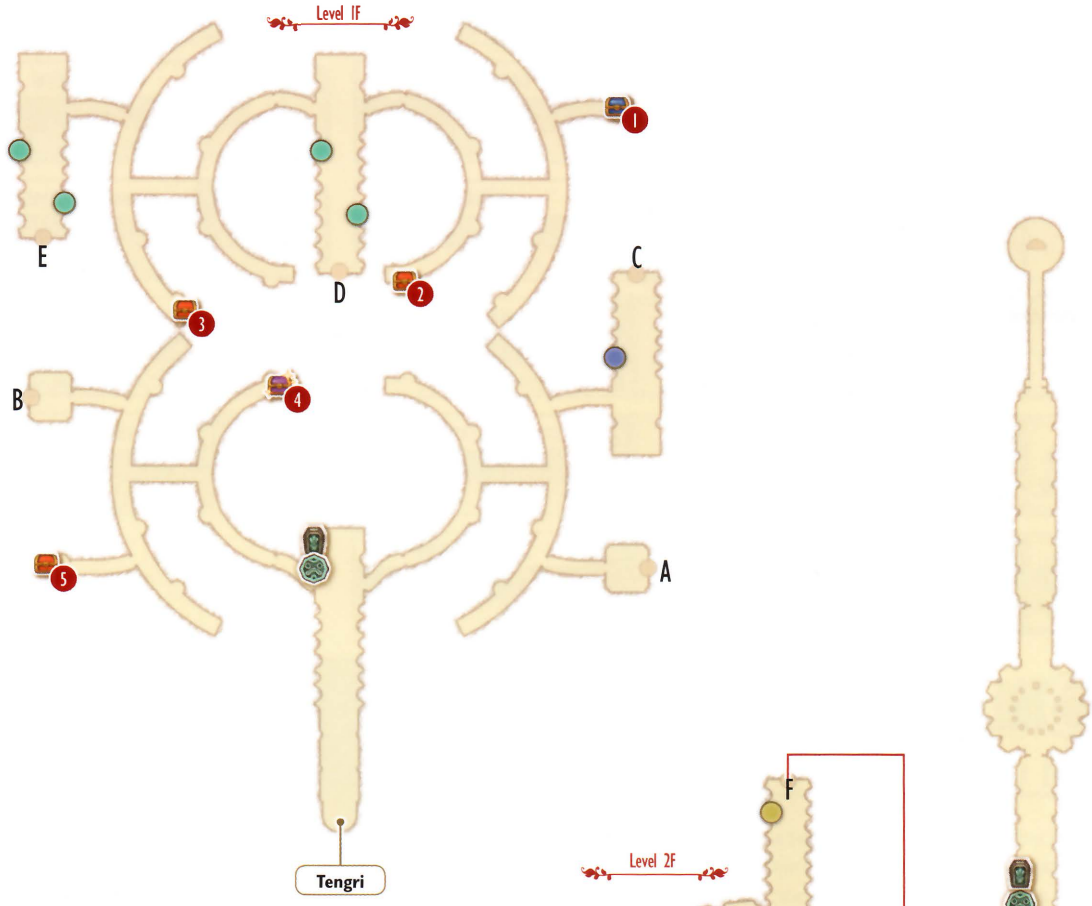
Accessory

ITEM	COST
Nix Gnashers	18,000G

The Ivory Tower

Seat of the White Witch

Suggested Level: 60 — x8 x1 x1 x1



Map Legend

- Chest
- Pickpocket's Pistol Point
- Familiar Retreat
- Waystone
- Magimech (Level 1F)
- Magimech (Level 1F)
- Magimech Master
- Magimech Sentry

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Treasures—Level 1F (Chests)

1. Wyrmfang Ring
2. Nostrum
3. Tonic
4. Griffin's Talons
5. All-Be-Gone

Treasures—Level 2F (Chests)

1. Phoenix Tear
2. Wizard King's Secret
3. Glorious Lance
4. Great Sage's Secret
5. Sorcerer's Soul
6. Sprite Dew

The Ivory Tower Creatures

004 SPLATTERHORN	SIGN	HP	WEAKNESS	RESISTS
		533	—	Physical

164 TROPICAL BUBBUD	SIGN	HP	WEAKNESS	RESISTS
		498	Fire	Water

264 HYMNPALER	SIGN	HP	WEAKNESS	RESISTS
		508	Physical	Light

016 MERMITE	SIGN	HP	WEAKNESS	RESISTS
		534	Fire	Water

207 TOKOTOCOLD	SIGN	HP	WEAKNESS	RESISTS
		478	Darkness	Light

267 MEDIXX	SIGN	HP	WEAKNESS	RESISTS
		534	—	Darkness

048 ELEGANTIGER	SIGN	HP	WEAKNESS	RESISTS
		521	Storm	—

219 MAHANAJA	SIGN	HP	WEAKNESS	RESISTS
		524	Storm	—

288 BONE BARON	SIGN	HP	WEAKNESS	RESISTS
		533	Water	Physical

052 AYE-AYE CATCHER	SIGN	HP	WEAKNESS	RESISTS
		520	—	—

227 DEMOLICEROS	SIGN	HP	WEAKNESS	RESISTS
		537	Water	Fire

313 MAGIMECH	SIGN	HP	WEAKNESS	RESISTS
		1,178	Water	Storm

099 PALADIN PARTRIDGE	SIGN	HP	WEAKNESS	RESISTS
		517	—	Light

247 ASTRALYNX	SIGN	HP	WEAKNESS	RESISTS
		527	—	Light

314 MANIC MAGIMECH	SIGN	HP	WEAKNESS	RESISTS
		1,254	Water	Storm

103 SHARP-HOOTER	SIGN	HP	WEAKNESS	RESISTS
		519	—	Storm Dark

252 HONKY-TONKER	SIGN	HP	WEAKNESS	RESISTS
		508	—	—

315 MAGIMECH SENTRY	SIGN	HP	WEAKNESS	RESISTS
		1,308	Water	Storm

140 NEOLITH	SIGN	HP	WEAKNESS	RESISTS
		512	—	Physical

256 SINISTER SOVEREIGN	SIGN	HP	WEAKNESS	RESISTS
		504	—	—

316 MAGIMECH MASTER	SIGN	HP	WEAKNESS	RESISTS
		1,332	—	Storm

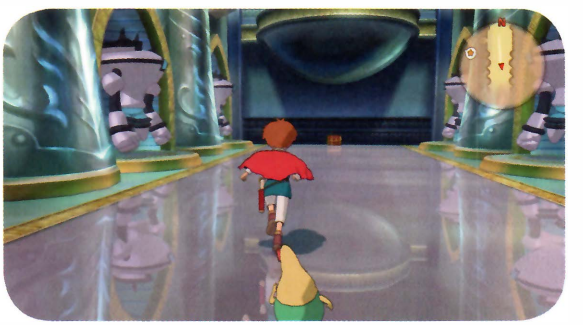
148 BEAM-MAN	SIGN	HP	WEAKNESS	RESISTS
		575	Storm	Physical

260 NIGHTSHADE	SIGN	HP	WEAKNESS	RESISTS
		528	—	—

50 The Final Battle

Level 1F

Tengri will wait for you at the entrance to the Ivory Tower, and asking him for a ride is the only way back out. You arrive at a sparkling clean first floor, where an unguarded waystone is just to the north. The Ivory Tower is a large palace made up of two floors and several warp platforms that teleport you to various sections of the structure. If you want to race to the final battle, the route to the end of the Ivory Tower involves using warp points C through F in alphabetical order. However, the floating castle is filled with great treasure and incredible opportunities to level up. Take your time to explore the entire place and enjoy the final "area."



Make good use of the waystone's healing properties as you loot the area; cleaning out the three treasure chests to the west (including one just past warp point B) will net you awesome items, including celestial armor, griffin's talons, and a great sage's secret. After the treasure hunt to the west, return to heal up and save your game before you explore the eastern side of the floor. The hallways within the tower are thin, so combat is hard to avoid; it's best to just take the bull by the horns and attempt to get as many back-attacks as you can by aggressively striking at foes before they can strike at you.

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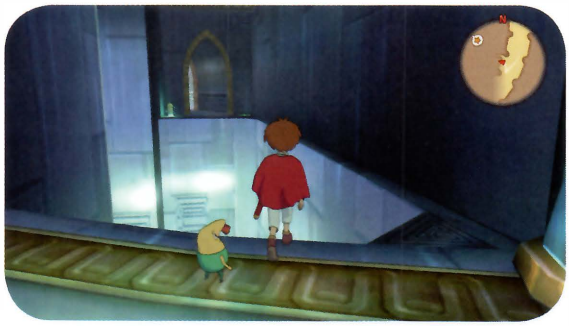


Once you heal up and head east, you'll discover warp point A in the southeast, which leads to nothing, so don't bother with that corner unless you're trying to explore 100 percent of the tower. Instead, head towards warp point C in the northeast, which leads to the structure's second floor. But as you approach warp point C, one of the magimechs lined up against the passage's western wall comes alive and attacks you. Blast it with water-type spells and try to avoid fighting it at close range, where it's strongest. You'll encounter two varieties of magimech in the Ivory Tower, and both are best avoided if possible. (Note that these are not standard creatures and cannot be captured as familiars.)



Level 2F

When you warp to the second floor, head south to the end of the passage to open a chest that holds a bottle of sprite dew, but watch out for a magimech that emerges from the east wall as you approach it. Head west to a rounded hallway from which two thin ledges lead west. Make your way across the northern ledge to reach a platform where you can target the area's green chest to score a glorious lance. The ledge to the south leads to a waystone, which is a welcome sight until you stop to think about it for a moment. Why would there be a waystone in the middle of a an area? That's right—it can only mean a boss fight is imminent.



Boss: Gallus

The Power Beyond the Throne



378 Gallus

HP	9,700	Weakness	—	Resists	—
Drop	—				
Steal	Jumbo Moondrop				

In his default form, Gallus has no elemental weaknesses or resistances at all. But as soon as he wraps himself in a colored aura, he takes on that aura's elemental properties; so a green-glowing Gallus resists storm but is vulnerable to fire, a red-glowing Gallus resists fire but is vulnerable to water, and a blue-glowing Gallus resists water but is vulnerable to storm. Each aura also changes Gallus's primary attack spell, from the physical-type Terra Infirma (which sends a shockwave along the ground to attack the character he's targeting for moderate damage) to something potentially far deadlier. But once Gallus performs his elemental trick a single time, his aura dissipates, leaving him type-less again.



Gallus's water form is by far the most dangerous, since it allows him to perform Absolute Zero, which deals heavy damage to the entire party. Order an all-out defense for the entire duration of his blue glow, and be ever ready to have your active character back out of whatever he or she is doing (ideally casting storm-type spells) and join the defensive line. When Gallus is glowing red or green, you have a lot less to worry about. When he's red, he can perform Fire Trident, which fires three powerful waves of fire in an arc in front of him. But as long as you circle around him and attack from behind, you should be able to avoid its effects—provided he's able to shrug off your attacks and perform it at all. While green, Gallus

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can perform Bolt of Judgment, which rains lightning bolts down on the battlefield. But you can see a blue glow on the ground where they're about to hit, which should give you just enough time to get your active character to safety.





In short, wait until Gallus teleports and activates a new aura, and then switch to an all-out-attack for red or green and an all-out-defense for blue. If you can cancel one of his attacks, you'll stun him and also knock loose a gold glim, so make sure to attack aggressively when you know there's no risk of an impending Absolute Zero.

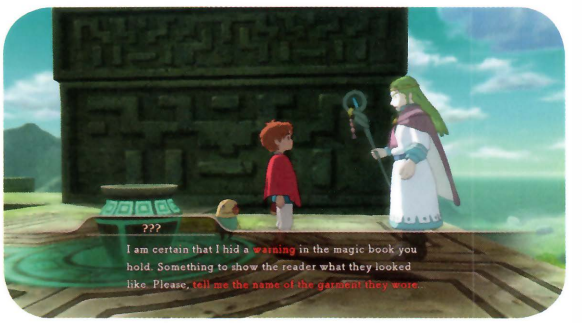




Unlocking the Power of Astra

Once defeated, Gallus drops Astra, which is an even more powerful wand than Mornstar. You can head back to the waystone to heal and save before heading north to warp point D, or you can take Astra and return to Ara Memoriae. You see, acquiring the Astra wand unlocks a new event in the outside world (provided you've solved all of Horace's riddles), and it's one that offers a very lucrative reward. Most players will discover it after they finish the main story, but you can actually do it as soon as you get the wand, and the spell you learn by doing so will make the game's final boss a whole lot easier. It won't take you long to get back to this point in the Ivory Tower, so it's a good idea to bite the bullet, cast the Vacate spell, and then fly Tengri (or land and cast Travel) to return to Ara Memoriae. There, at the northern tip of the structure, you'll find a large, ghostly man with green hair. Cast your Spirit Medium spell to hear him out. Ultimately, the man will ask you a question about…clothes? Flip open *The Wizard's Companion* to page 117 and search for references to an ancient garment. Tell the man the correct answer (wizard's robes), and he'll teach you the Astra spell that accompanies your Astra wand. It's a mass-targeting light-type attack spell, which is more damaging than even Mornstar and has an even higher MP cost to match.

Astra Spell



That detour done, cast Travel to return to the *Iron Wyvern*, and have Tengri fly you back to the Ivory Tower. Go straight to warp point C and travel west through the second floor to find warp point D. Now you're back on track! Warp D takes you to the northern half of the first floor, where two treasure chests can be found to the east, and a third chest and a warp point await to the west. That warp point to the west, point E, will take you to the west wing of the second floor, just outside of a C-shaped hallway that holds the area's final two chests. Travel north along the hallway to the final warp point, F, which takes you to a waystone where you can heal and save your game. Watch out for another magimech sentry near the warp point!



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Grinding at the Witch's Doorstep

The final battle awaits you to the north, but before you head that way, know that you're standing at the game's most lucrative grinding point. That C-shaped hallway you just passed is the lone habitat of tokotocolds, a metamorphosed form of tokotoko that provides absurd amounts of experience points when defeated; at this point in the game, you'll typically gain 2–3 levels for each one you take down. Tokotocolds are incredibly rare, but since you're right near a waystone, you can afford to just repeatedly cast Veil as you run up and down the hallway looking for one. Running from one end to the other causes new enemies to spawn constantly, including the rare tokotocold. You can still expect to spend 10 or so minutes running back and forth before one finally appears (and that's fighting no battles on the way!). Grinding here requires a bit of a time investment, but the rewards are more than worth it.

When you feel you've racked up enough levels in advance of the boss, return to warp point F, save your game one last time, and head north to face your destiny. As in Nevermore, you'll face a trio of battles, but at least you will have your HP and MP refilled before the third and hardest battle. Still, that third battle is a brutally difficult one, so if the levels of your characters aren't yet in the mid-60s, you may want to spend a little more time hunting tokotocolds.



Boss: Cassiopeia

The White Witch



379 Cassiopeia

HP	3,380	Weakness	—	Resists	Physical
Drop	—				
Steal	Diva's Mantle				

Cassiopeia is certainly a potent foe, but she has only 3,380 hit points, so you should be able to squeeze out a fairly easy win if you fight conservatively and pick away at her HP with Mornstar spells. Cassiopeia can cast a number of must-block moves, including Pillars of Darkness and Fallen Star, so make sure your comrades are deploying familiars who are capable of defending. You can get a stun against Cassiopeia by canceling her Fallen Star move, but that's an extremely risky gambit, and since Cassiopeia is resistant to physical damage anyway, you have little to gain by throwing melee fighters at her. Instead, try to win your gold glims the safe way—by successfully defending her attacks—and when her attention is focused elsewhere, have Oliver pelt her with his best spells.





Early in the fight, pay attention to the color of the stripes beneath Cassiopeia's cloak. When they're blue, she's fighting defensively, which means your attacks will not be terribly effective but she'll refrain from using her best moves. When the stripes glow red, she switches to a more aggressive but defensively weak style, and you know a Fallen Star move will be coming eventually. When she drops to 50 percent of her HP, she uses Nightshade to make her aggressive red-stripe style permanent. If you hadn't been fighting defensively before, that's a great time to start. And since you know Nightshade can't hurt you, it's a great time to fire off a Mornstar spell while she can't interfere.



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Boss: White Witch

Monster of Manna



380 White Witch

HP	9,800	Weakness	—	Resists	—
Drop	—				
Steal	Werewolf Claws				

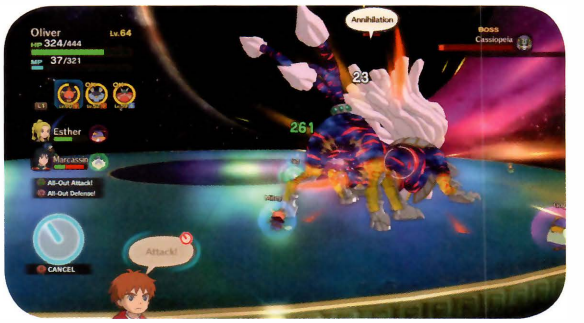
The White Witch often kicks off this fight by performing Death Drop, which sends powerful shockwaves to damage anyone around her. Be ready to fire up that all-out defense immediately! But you needn't maintain that defensive posture throughout the entire fight. Besides Death Drop, her only must-defend move is Annihilation, a powerful energy beam that she fires in an arc in front of her. You can avoid the beam by standing to her side, but it's worth trying to cancel it with a flurry of attacks, as that will stun her and likely generate a gold glim. The performing process for Annihilation (and some of her other moves) is as follows: She glows red, absorbs energy for a moment, leaps backwards, and then performs the move. If you haven't successfully canceled the move by the time she performs the leap, you should still have time to both defend and order an all-out defense before the attack hits. So it isn't a major risk to try for the cancel.



Like Cassiopeia, the White Witch continues the whole red-stripe, blue-stripe thing. When she's in her red-stripe form, fight more defensively, using Oliver, Marcassin, or any elemental trick performing familiar to pelt her with spells and tricks (you needn't use expensive spells like Mornstar; quicker, cheaper ones will still do solid damage while she's in red-stripe mode). Since you can cast spells from anywhere on the battlefield, make sure you're far away from your comrades, so that she won't be able to hit more than one member of your team with moves like Harrowing Horns and Wrathful Rush.



When her anger fades and she goes into blue-stripe mode, deploy your front-line fighters in an attempt to cancel her moves. They won't do significant amounts of damage, but neither should she. When the next Annihilation comes, cancel it if you can, defend if you can't, and then repeat the cycle.





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Boss: The Zodiarchy

The Council Corrupted



381 Zodiarch

HP	12,500	Weakness	—	Resists	—
Drop	—				
Steal	—				



382 Satellite

HP	1,500	Weakness	—	Resists	—
Drop	—				
Steal	—				

The final battle is a brutally difficult one, but you will have some help from your new friend Cassiopeia. She acts independently and cannot die, although if she's heavily damaged in combat she will be unable to act for several seconds until she recovers. The Zodiarch always kicks off the battle with a move called Chaos that is far and away its most devastating attack. It takes a little while to perform, so you should have plenty of time to defend and order an all-out defense.



After your team members dust themselves off, Cassiopeia begins casting her Nix spell in order to head off another Chaos, but the Zodiarch's relentlessly aggressive Satellites will attack her in an attempt to cancel it. These Satellites are the biggest threat in this fight, and you have to do everything you can to eliminate them as quickly as humanly possible. This is where the Astra spell makes a huge difference; it can blow all of them off the battlefield in only a few castings. While Oliver uses that (or other mass-damage spells, if you didn't get Astra), make sure everyone else is doing their part; set them to Give It Your All in the Tactics menu so they won't be shy about using their most expensive familiar tricks.



Once you've wiped out the Satellites, revive your dead, heal your wounded, and turn your attention to the Zodiarch. Without the Satellites to hassle her, Cassiopeia will easily be able to cast Nix and temporarily shut off the Zodiarch's tricks and stun it. Go on an all-out attack, using Oliver to cast Mornstar if you have MP recovery items to spare, or deploy frontline fighters if you don't. The Zodiarch will continue to generate new Satellites, and it's imperative that you destroy them as soon as possible. It's also imperative that you always successfully defend against the Chaos attack; in this wide battlefield, with so much healing going on, don't let the Zodiarch out of camera range, or you won't be able to see when a Chaos move is coming. If you have to use healing spells and recovery items, use R1 or the right analog stick to check in on the Zodiarch after every item or spell.



The Zodiarch's other moves aren't particularly scary. Sigh of Sorrow is a breath attack that puts everyone in front of the Zodiarch to sleep, but it is easily avoided by moving to the side of the boss. Piercing Gaze doesn't seem to do anything, but actually it lowers all of its target's base abilities—and there really isn't much you can do about it. Shockblast does deal damage, and quite a lot of it, but only hits targets near the Zodiarch, so the best defense is to run away and order your comrades into an all-out defense if they're within its area of effect.



After the battle, you'll win our hearty congratulations, a new Tale of Wonder for *The Wizard's Companion*, and two new spells: Cassiopeia's Nix and the forbidden (and therefore uncastable) Ashes of Resurrection. Now, on to the post-clear content!

New Tale of Wonder, Nix Spell, and Ashes of Resurrection Spell

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Post-Clear Content

Unlocked Features

Save the game after beating the boss, and load that file to continue your adventure. You'll resume from Oliver's house in Motorville and find that the timeline of the game has returned to the point right before you beat the last boss. There are several new options available to you:

- The Crypt Casino RIP Room—When next you visit the Tombstone Trail casino, you'll be given a RIP pass that allows you entry into a posh private screening room where you can watch all of the game's event scenes. But first, you have to unlock them by buying tickets from the final tier of casino chip redemption rewards.
- If you've completed all of the previous Solosseum challenges, you can challenge the newly unlocked Rank S to win a mandragorer ticket, which can be redeemed for a new familiar that isn't available through any other means.
- You can also receive a familiar ticket from the Familiar Retreat Representative that can be exchange for a rare sapdragon familiar by talking to Solomon in the Temple of Trials.
- Gold versions of existing familiars will now appear throughout the game's world. These familiars are higher level than the usual wild versions and have different items for you to drop and steal. You can capture them and add them to your party as you would any other familiar. Areas that host new golden familiars include Deep Dark Wood, Ding Dong Well, Golden Grove, Old Smoky, Tombstone Trail, Glittering Grotto, Vault of Tears, Miasma Marshes, Nevermore, and the Ivory Tower.



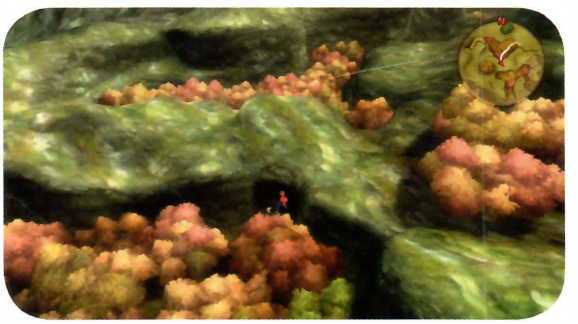
Note

Check the appendices in this guide for in-depth coverage of all post-clear content!

Tasks Found after Finishing the Main Story

Completing the main story unlocks a massive bounty of tasks, including errands 069, 070, 075, 078, 085, 132, 134, and 136, and bounty hunts 113–115, 133, 135, and 137–138. Many of these tasks offer rare items and a full stamp card as prizes, and several also unlock new formulae for your alchemy cauldron. There are 15 additional tasks tied up in a new task tree that begins with task 085, and that task tree will lead you to the only new post-game area, which ends with an optional boss that is Ni no Kuni's ultimate high-level challenge.

To get started, enter Ding Dong Dell and speak to the man in the suit who's always losing his diary. Accept task 085, and follow his instructions by heading south from Ding Dong Dell and then following the mountains to the west, towards the Golden Grove. Before you reach the entrance to the Golden Grove, you'll find another patch of trees with autumn colors and, south of those trees, a small cave cut into the foothills. Pass through the cave to reach a newly accessible mountain valley that's located half in the North Summerlands and half in the South Summerlands. Enter the brightly colored grove of trees at its southern tip, and you'll find the hidden area that your client had described (and most likely earn the Globetrotter silver trophy for having visited every area in the game). Here you'll find your client's diary by a red mushroom to the north of the entrance, as well as a purple chest that contains a bottle of wizard king's secret and a green chest (in the alcove to the west) that can be shot for a star eater's fang.



At the northern part of the hidden area, a giant rabbit (or a man with a rabbit-head mask?) is waiting outside of an ornate stone door. Named "The Conductor," this… creature will be your client for task 131, and then tasks 116–130. What he wants is a little vague, but the next step will be clear when you return to Swift Solutions and check for new tasks at the bounty hunt counter. Bounty hunts 116–120 are now available. Each involves battling a stronger version of one of the game's early bosses by examining a blue orb at the exact spot where you fought the boss the first time. Complete this first batch of five tasks, and then report to your bunny-headed client in the secret forest to unlock the next batch. Note that two of the bosses won't be exactly where you saw them last; Cap'n Crossbones (task 126) is now on the Broken Crown island, northeast of Autumnia. Since you haven't yet beaten the Ivory Tower in this timeline, the alternate version of the Zodiarchy (task 130) can be found at Ara Memoriae.

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Once you've completed all 15 tasks, you'll win the right to open the ornate stone door and face the Guardian of Worlds, the game's ultimate boss. Beat him, and you'll win a sweet prize, as well as the right to battle the Guardian again—but the battle is even harder this time. Full details on tasks 116–131, including strategies for battling the Guardian, can be found in the "Tasks" section of this book.

TASK JOURNAL—FINAL

The massive final batch of tasks includes a number of world-trotting errands, some grueling alchemy challenges, and the toughest bounty hunt targets yet. It also includes a lengthy series of boss rematches that begin with task 131, although those are fairly self-explanatory and won't be covered here.



ERRANDS

Task 069—The Runaway Fairies

If you've completed task 053, your fairy client will be right where you left him, near the Spring of Life at the southern entrance of the Golden Grove. He's had you pacify the Golden Grove to make it safe for fairies, but the runaway fairies have yet to return. Your mission is to find them and spread the word, but your client's knowledge of where the fairies have gone is a tad hazy. He'll give you a vague hint as to the location of each fairy, and then when you find that fairy you'll automatically return to your client to get the next hint. The locations of the five fairies are:

- On the world map on the path leading up to Skull Mountain, behind the flag second-nearest to the entrance
- In a small cell against the western wall of the Vault of Tears, near the magic seal that returned you to your human forms
- In front of Philip's workshop in Motorville, which is directly south of where you arrive when you cast the Gateway spell
- By the skeleton in the hidden mine area in the mountains east of Hamelin, which can only be reached with Tengri
- Talking to the forest dweller in the forest glade at the center of Jack Frost's Playground (the island southeast of the Winter Wonderlands)

In addition to your reward, your client will teach you two new formulae.

Reward: Kaleidostones x2 and 5,000G.

New Formulae: 076, 109



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Task 070—The Greatest Treasure

A boy near the merchant's stall in Castaway Cove has found a treasure map pointing to the seven overworld areas with mysterious stone markers. The map is in bad shape, so to figure out the seven locations, you'll need to speak to the other residents of Castaway Cove, who appear as flashing blue dots on the area map. But you don't actually need to speak to them, as long as you remember where you've seen the stone markers on our past journeys. Visit each marker in whatever order you like, and read the text on them, taking note of the two Nazcaän characters at the end. The markers can be found on the world map in the following areas:

- Tiny Tim—The northern of the two islands southwest of the Winter Wonderlands, beneath the icy ridge
- No Longer Mine—The island south of Hamelin, on its western coast
- Shipwreck Shore—The area with the Vault of Tears, at its northeast end
- Swan Island—The largest island in the chain of islands northeast of the Summerlands and northwest of Autumnia, on its eastern shore
- The Barrens—The area on the west coast of the Summerlands, south of where you dock to go to Skull Mountain
- Billy Goat's Bluff—At the end of the long Autumnia trail that begins at the continent's western beach (northwest of Perdida)
- Bungler's Bay—The island southwest of Castaway Cove

Talk to your client, who will help you decipher the Nazcaän code using the last two characters from each marker. The characters represent a letter and a number that indicates in what order they should be placed to create a word. If you decipher it correctly it will spell Kublai3 (Kublai Khan the Third). Teleport over to the *Iron Wyvern* and speak with Kublai. He points you to a forested island that must be reached by air, which can only be the Broken Crown in the northeast corner of the world. Have Tengri fly you there, and cast Rejuvenate on the final marker to reveal the ultimate "treasure." At least when you return to your client, you'll get a few new formulae in addition to your reward.

Reward:
Evil eyes x2 and 5,000G.

New Formulae: 051, 056, 068, 125



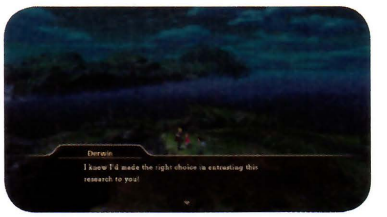


Task 075—Fierce Creatures

If you've completed all of Derwin's previous tasks, the traveling familiar researcher will find his way to Ding Dong Dell for one last errand. This time, you don't have to recruit anything; he's putting a hit out on three dangerous creatures that are threatening the potential familiar population. Hunt down and defeat each creature he asks you to, then return for your next assignment. Once you've bested the third, he'll give you three tickets that can be redeemed for rare familiars at the Solosseum. These foes are all variants of bounty hunt targets you've fought before; as with your past battles, it's best to use elemental weaknesses to defeat the first two, and buffs and debuffs to deal with the third.

- Target 1—Grubby fug on Jack Frost's Playground (the island southeast of the Winter Wonderlands)
- Target 2—Auric collum atop a high plateau on the natural wall that separates Shimmering Sands from Castaway Cove area and Shipwreck Shore
- Target 3—Shellmet on No Longer Mine, the island southeast of Autumnia and north of Teeheeti.

Reward:
Lumberwood ticket, relixx ticket, dinoceros ticket, and 500G.





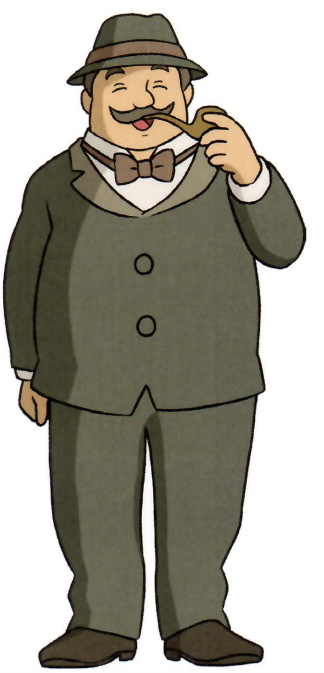
312	GRUBBY FUG		
SIGN	HP	WEAKNESS	RESISTS
	4,540	Fire	Storm



320	AURIC COLLUM		
SIGN	HP	WEAKNESS	RESISTS
	5,340	Storm	Physical



332	SHELLMET		
SIGN	HP	WEAKNESS	RESISTS
	3,960	—	Storm



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Task 078—The Master Alchemist

An old man who lives in the Alchemist's Cave on the southern part of the natural wall that separates the Shimmering Sands from the Shipwreck Shore area (just west of the Vault of Tears) has an alchemy challenge for you that will almost certainly require a bit of grinding on your part. His first task is for you to make a demon's ax out of a basic weapon and several ingredients that can only be acquired by defeating or stealing from enemies. Once you show him the completed ax, he'll up the ante, demanding you use that as an ingredient to make the even more powerful war god's ax, which requires far rarer ingredients. The ingredients—and where to find them—are listed below.

In addition to the promised reward, the client will teach you four new formulae (060, 084, 094, and 097). And now that you've proven yourself to him, he'll be willing to teach you other new formulae when you show him rare ingredients. Bring him your heart of the muse (the prize for clearing the Solosseum's Rank A), and he'll teach you formula 127. Bring him the cad's clasp, which is dropped by your target in bounty hunt 122 (part of the task tree that begins with task 131) and he'll teach you formula 130 as well.

Reward:
Clump of troll's tears x2, glowstones x2, and 5,000G.

New Formulae: 060, 084, 094, 097, 127, 130



Demon's Ax Ingredients

ITEM	HOW TO ACQUIRE
Grand Ax x1	Can be purchased in Perdida
Black Wings x2	Drop/steal from relixx in Spring Realm, drop/steal from eggyptian in Spring Realm, drop/steal from sharp-hooter in Ivory Tower
Tachestone x3	Drop/steal from puss in boats in sea outside of Spring Realm, drop/steal from burly hurly in Billy Goat's Bluff, drop/steal from tokotocold in Ivory Tower, drop/steal from honky-tonker in Ivory Tower, drop/steal from bone brigadier in Nevermore

War God's Ax Ingredients

ITEM	HOW TO ACQUIRE
Devil's Ax x1	You just made this!
Kaleidostone x5	Rare drop from golden tokotocold in Ivory Tower, rare drop from golden gobfather in Miasma Marshes, rare drop/steal from golden bedraggle in Glittering Grotto.
Scroll of Truth x5	Rare drop from golden hog-goblin in Miasma Marshes, steal from golden honky-tonker in Tombstone Trail, rare drop from golden toko in Vault of Tears, rare drop from golden draga-muffin in Glittering Grotto

Task 085—Notes from the Center

The guy who always loses his diary has lost his diary once again! You'll meet him near the entrance to Ding Dong Dell, just outside of the Cat's Cradle inn. This time, he lost them someplace that even you've never visited—because it never existed before you finished the main story. To find it, walk south from Ding Dong Dell until you hit the mountains that form the southern border of the area. Follow the mountains east, and when you see a grove of autumn-colored trees (the grove that's east of the Golden Grove), you'll notice a cave cut into the mountains at its southern tip. Pass through the cave and follow a hidden mountain valley into the Southern Summerlands. At the center of the woods at its southern tip, you'll find a new forest glade. Walk a short distance north from the entrance to find a large red mushroom, and search around there to find the missing diary. While you're here, you may want to speak to the rabbit-headed man to sign up for task 131. Return to Ding Dong Dell to report to your hapless adventurer friend, and in addition to a generous assortment of rewards, he'll throw in two new formulae. Not bad for a few minutes of work!

Reward:
Angel's wings and 5,000G.

New Formulae: 088, 093



Task 132—Totally Tidy Tools

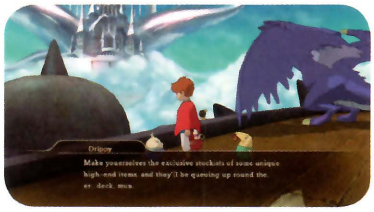
Your client for this task is the fairy Surly, who has set up shop on the deck of the *Iron Wyvern*. He wants you to return to the Fairyground to help him research some new weapon ideas. There are three ideas to find:

- Talk to a burly fairy outside of the Cavity Club, who will give you the idea for a sloppy slapstick.
- Talk to the Fairy Godmother on her platform north of the city, and she'll give you the idea for a lullaby lance.
- Return to Mummy's Tummy (by heading east in the forest area south of the Fairy Godmother's platform) and examine the slide in the left-most room to get the idea for flawed claws.

When you return to Surly and tell him of your new ideas, he'll send you to find one more. You'll find it in Motorville, by searching near the stove in the kitchen in Oliver's house for mom's favorite pan. Report back to Surly, and in addition to his pile of rewards, Surly teaches you a new formula and all of the new weapons you inspired are put up for sale at the *Iron Wyvern* item shop.

Reward: Blossom of the bard, pretty parasol, and 10,000G.

New formula: 131



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Task 134—Order of Illusion

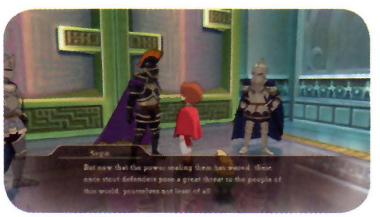
To meet your client for this challenging task, have Tengri fly to the Ivory Tower, and then proceed north to the first waystone. There you'll see a group of armed men led by your client, a Nazcaän knight named Caph. He wants you to hunt down and destroy four magimechs that have been scattered throughout the world below. You've probably spotted all four of them already: They're the broken-down robots you saw in the Golden Grove, Old Smoky, the Tombstone Trail, and the Glittering Grotto. You can hunt them down in any order you like. When you find one, you'll have to bring it down in battle, but that shouldn't be too hard; like the ones in the Ivory Tower, they fight solo and can be brought down quickly with water-type attacks. More specifically, their locations are as follows:

- Enter the Golden Grove from the north and travel counter-clockwise around the east wall to reach the dead end with the magimech, which is just southeast of the entrance.
- Head directly north from the entrance to Old Smoky, following the west wall, and you'll find the magimech in no time.
- Travel halfway up the Tombstone Trail; the magimech is between the house and the waystone at the center of the map.
- Make your way to the lower level of the Glittering Grotto, using the hidden passage along the east wall to save time. Where the path forks at the entrance to the lower floor, travel along the ice bridge to the northeast, and then turn north when you hit snow to find the magimech.

Return to Caph to report your victory. He'll be grateful, but the task isn't even close to over yet. Your next objective is to go to the Spring Realm and battle three magimech masters—enhanced versions of the magimech that have no elemental weakness—which are roaming on the geoglyphs of the Spring Realm. Have Tengri drop you at the southeast part of the island, so you can battle the magimech master near that position and the one along the trail to the northwest. The third is outside of Ara Memoriae, but first you can teleport to any town to heal up if you need to, and then teleport to Ara Memoriae in order to face it with full health.

Take advantage of the waystone in the Ivory Tower before you report your victory to Caph, because as soon as you tell him the news, you'll be in for the fight of your life. You have to battle one normal magimech and two magimech masters at once, and they are brutal in multiples. Assign both your comrades to focus on healing while Oliver does the dirty work, blasting the foes with Astra spells as he runs in circles, so as not to be cornered by these deadly foes.

Reward: Nazcaän longsword, Nazcaän armor, Nazcaän helm, and 10,000G.



Task 136—Great-Great-Grandsage

If you've completed all of Horace's past puzzles, visit him at the northern tip of Ara Memoriae, where he taught you the Astra spell, and speak to him with the Spirit Medium spell. Horace tells you a story and then asks a question. Get it right, and he'll float off to somewhere to prepare his next quiz. This time, you can follow him immediately, and you'll need to chase him to five different locations and answer five different questions to complete this task. Horace's questions are a bit easier this time around, mostly focusing on information you should remember from playing through the game, you can usually guess where he'll appear next by the clues he gives.

After you answer his question at Ara Memoriae ("Mornstar"), his next appearance is at the north end of the Tombstone Trail, at the crypt where you originally found Mornstar. The next question is about the King of Cobras, which is none other than "Aapep." That is a pretty clear hint as to his next destination—the boss room in the Vault of Tears. There, he will ask you about a prophecy from the last page of *The Wizard's Companion*, and the answer to his question is "Pea." Next he will talk about a cave that lets someone see into the past. You should go to the upper level of the Glittering Grotto, south of the passage that leads to the lower floor. When you arrive, Horace's next question requires deciphering the word on Oliver's original stick wand. The answer to his question is "Bring Hope." For his final quiz question, you'll need to meet him at the Council of Twelve meeting room at the end of the Ivory Tower. The final question is about the powerful book you've been using from the start of your journey, and the answer of course is "The Wizard's Companion."

Reward: Mirror of Truth and 10,000G.





BOUNTY HUNTS

Task 113—King of the Deep

Your target for this bounty hunt is swimming in the bay of the Hermit's Shell. Since he's too far out to reach by land, you'll need to sail to the bay from Castaway Cove to start the battle. As with most of the whales you've fought before, you can make fairly short work of this guy with storm-type attacks. But watch out for his powerful Water Cannon, which can do several hundred points of damage. To avoid any fatalities, you'll want to keep everyone's HP close to max throughout the fight.

Reward: Dragon king's claws and 4,000G.





307	PRINCE OF WHALES		
SIGN	HP	WEAKNESS	RESISTS
	6,070	Storm	Water

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Task 114—Shellshocked!

Your target in this bounty hunt is on the trail leading to the hidden mine just east of Hamelin, and you'll need Tengri to fly you over to it. The shellshocker doesn't seem too tough, but it repeatedly uses ability-boosting tricks like War Cry and Bracer to make it both a threat and a defensive powerhouse. Get your physical hits in before it can buff its defense, then switch to elemental trick performing familiars to finish it off.

Reward: Light Relief gem and 4,000G.



331	SHELLSHOCKER		
SIGN	HP	WEAKNESS	RESISTS
	5,140	—	Storm

Task 115—A Legend Appears

Your target in this bounty hunt is on tiny Solitary Isle, southwest of Teeheeti. With resistance to physical damage and over 8,000 HP, the ionic collum is a tough foe that certainly won't go down quickly. Use your best storm trick performing familiars, and since no one else will be able to make much in the way of meaningful offensive contributions, you may want to set your party members to focus on healing as you rotate through their storm-capable familiars.

Reward: Celestial sword and 4,000G.



320	IONIC COLLUM		
SIGN	HP	WEAKNESS	RESISTS
	8,045	Storm	Physical

Task 133—Scorching Songstress

This is a straightforward bounty hunt, in which your target is a magmadiva on the trail to Old Smoky. If you warp to the entrance to Old Smoky she should be just a few steps to the south. This bounty hunt is much easier than the ones that follow, with a foe that isn't particularly powerful and folds quickly to water-type attacks. But she does know several tricks that deal damage to the whole party, so play it safe and order an all-out defense at the first sign a trick is being performed.

Reward: Glowstones x3 and 5,000G.



304	MAGMADIVA		
SIGN	HP	WEAKNESS	RESISTS
	Unknown	Water	Fire

Task 135—Grave of the Sailors

Your target in this bounty hunt is the lone shark that circles the Spindle, the island directly east of Autumnia. To reach it, sail from Hamelin and scan for a whale-like foe near the continent's eastern coast. Unlike most of your whale-like bounty hunt targets, the lone shark is weak to fire, not storm-type attacks. Other than that, it behaves similarly, occasionally performing powerful single-target tricks like Wallop and Water Cannon that can deal near-fatal damage to even a character with full HP if you can't defend in time.

It's weak to fire, which is rare.

Reward: Evil eyes x3 and 5,000G.



308	LONE SHARK		
SIGN	HP	WEAKNESS	RESISTS
	Unknown	Fire	Physical

Task 137—Incredible Ulk

Your target in this bounty task is by the lake on the grassy ridge north of the Deep Dark Wood. This is an extremely tough foe that can use a variety of powerful physical attacks. Defense-boosting buffs like Esther's Refrain will help a lot, as will high-level familiars with physical resistances.

Reward: Clump of troll's tears x3 and 5,000G.



333	ULK		
SIGN	HP	WEAKNESS	RESISTS
	Unknown	—	—

Task 138—Warbird of Prey

Your target in this bounty task is the giant purple bird flapping around on Swan Island, the largest island of the chain off the northeast coast of the Summerlands. This pesky foe has high defense and magical defense scores and a lot of HP, and will mess with your strategies by performing Nix tricks and stealing your cash with the Pilfer trick. Use buffs like War Cry or Enlighten to boost your offensive abilities, so you can end the fight more quickly, and keep an eye on your delegated healer so you can have someone else fill in if he or she gets nixed.

Reward Pairs of angel's wings x3 and 5,000G.



334	WARBIRD		
SIGN	HP	WEAKNESS	RESISTS
	Unknown	—	—

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4

Tasks



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Tasks

Ni no Kuni features 138 official tasks, which are unlocked in batches as you proceed through the game. (See the "Game Basics" section for more details on how the task system works.) We've covered these tasks as they're unlocked throughout the walkthrough, but you can also find them all right here, in numerical order, for easy reference.

Each task offers some guilders and at least one item as a reward, as well as a certain number of stamps on your merit stamp cards. Once you've filled a few cards with stamps, you can trade the cards in for merit rewards at the counter of any Swift Solutions. There are three tiers of merit rewards, and to unlock a higher tier, you must buy every reward in the current tier and reach a certain milestone in the progression of the game.

Tier 1 Merit Rewards

NAME	COST	EFFECT
Jumping Jack	1 Card	Allows you to jump with ✕ while running. (Also good for catching floating golden glims during battle.)
Jack Be Nimble	1 Card	Increases your movement speed while running on the world map by 20%.
Little Jack Horner	1 Card	Provides a 20% chance of getting an additional item when foraging items from twinkling spots on the world map.
Jack-in-the-Box	2 Cards	Makes enemies less aware of you on the world map and in dangerous places.
Jackpot	2 Cards	Increases the chances of glims appearing in combat.
Jolly Jack-tar	1 Card	Increases the movement speed of your ship by 20% (unlocked when you acquire the *Sea Cow*.).

Tier 2 Merit Rewards

NAME	COST	EFFECT
Cheapjack	3 Cards	All prices in shops are reduced by 10%.
Crackerjack	3 Cards	You receive a 10% experience point bonus for defeating enemies.
Jack-o'-Lantern	3 Cards	Defeated enemies drop their normal item 5% more frequently.
Jackpot II	3 Cards	At the end of combat, all unclaimed glims automatically move towards the party leader.
Jack-at-a-Pinch	3 Cards	When you die and continue, you lose only 5% of your amassed guilders (reduced from 10%).
Flapjack	2 Cards	Increases your dragon's flight speed while you hold down ✕ (unlocked when you acquire Tengri).

Tier 3 Merit Rewards

NAME	COST	EFFECT
Jack of Hearts	4 Cards	The chance that a defeated creature becomes available to recruit increases by 20%.
Jack-Amend-All	4 Cards	While walking along the world map, dangerous places, and town areas, you recover 1 HP per step.
Crackerjack II	4 Cards	You receive a 20% experience point bonus for defeating enemies (replaces the 10% bonus from Crackerjack).
Jack-of-All-Trades	5 Cards	Slightly reduces the MP cost of your spells and tricks.
Jack-o'-Lantern II	5 Cards	Defeated enemies drop their rare item 3% more frequently.
Jack the Giant Killer	8 Cards	Oliver's max HP and max MP increase by 100.

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Brokenhearted Errands

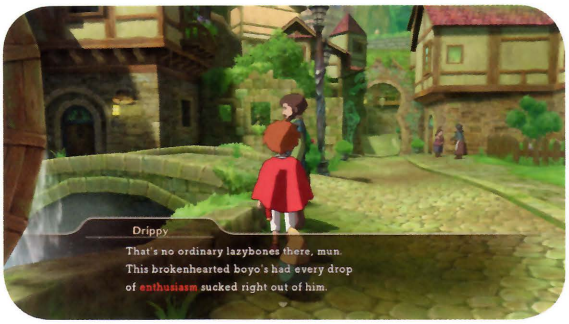
Task 001—The Procrastinator

Unlock:
Chapter 1—After defeating Hickory Dock in Ding Dong Well

Prerequisite:
None

Reward:
Loaves of white bread x3 and 30G

A brokenhearted man is staring at the water wheel across from the Ding Dong Dell Cawtermaster's store. Restore his enthusiasm with a piece of heart gathered from one of the three enthusiastic villagers in town, two of which can be found in the northern part of the map.



Task 002—The Idle Wife

Unlock:
Chapter 1—After defeating Hickory Dock in Ding Dong Well

Prerequisite:
None

Reward:
Bars of chocolate x3, flans x3, and 30G

A brokenhearted woman holding a basket is right outside of the Ding Dong Dell Swift Solutions. Restore the washerwoman's enthusiasm with a piece of heart gathered from one of the remaining enthusiastic Ding Dong Dell Dwellers, one of whom is sitting on a bench a few steps away.



Task 003—The Sheikh of Spice

Unlock:
Chapter 2—After Esther and Rashaad join the party

Prerequisite:
Task 048

Reward:
Sandwichs x2 and 100G

See Task 048 for coverage of this errand.



Task 004—An Overdue Loan

Unlock:
Chapter 2—After Esther and Rashaad join your party

Prerequisite:
None

Reward:
Cups of strong coffee x2 and 100G

In the northern part of Al Mamoon, a boy by the western fountain is enmeshed in a drama of childhood cruelty and stolen picture books. To resolve the situation, get some kindness from a man near the babana stand and share it with the boy back at the fountain.



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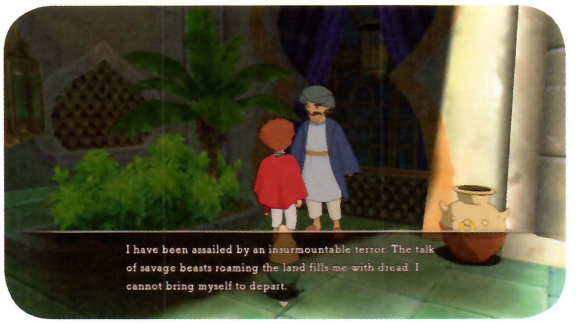
Task 005—Ice Cream Dreams

Unlock:
Chapter 2—After Esther and Rashaad join your party

Prerequisite:
None

Reward:
Slices of carrot cake x3 and 100G

The ice cream vendor outside of the Al Mamoon inn needs a little courage to get his business up and running. You can find all the courage you need from a woman a few steps north of the local Swift Solutions.



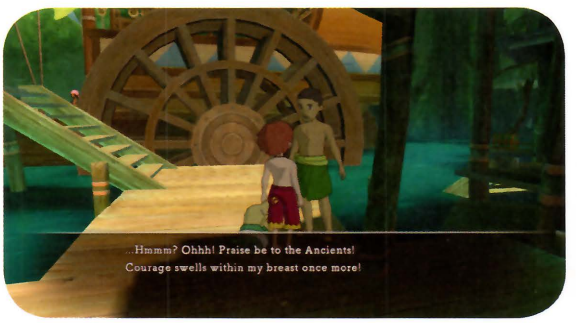
Task 006—The Fisherman's Woe

Unlock:
Chapter 2—Upon arrival at Castaway Cove

Prerequisite:
None

Reward:
Fishburgers x2 and 200G

Talk to the brokenhearted man on the lower platform in the southeast corner of Castaway Cove. He needs courage, and you won't have to go far to get it. Use your Take Heart spell to collect the courage from the man on the boat on the westernmost pier, and then transfer it to the brokenhearted fisherman with the Give Heart spell.



Task 007—Shop Till You Drop

Unlock:
Chapter 2—After Swaine joins the party

Prerequisite:
Task 049

Reward:
Salted ice creams x5 and 200G

In Castaway Cove, near the peddler where you got the Cauldron, you'll meet a shopaholic in desperate need of restraint. Luckily, you can get the piece of heart you need from the boy on the westernmost dock who's dangling his feet in the water.



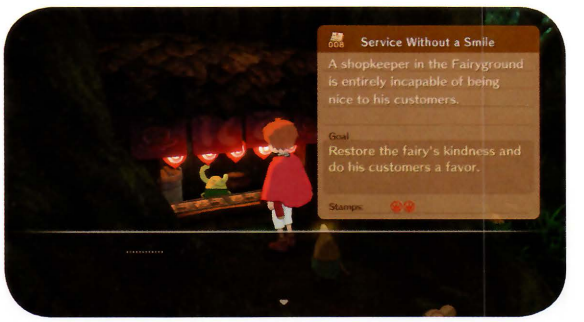
Task 008—Service Without a Smile

Unlock:
Chapter 3—After leaving Teeheeti

Prerequisite:
None

Reward:
Ruby ripple ice creams x3 and 300G

The merchant at the kiosk on the eastern street of the Fairyground (east of the Cawtermaster) lacks the kindness to run his business properly. Unfortunately, kindness is in short supply in the Fairyground, so you'll need to collect some after a new batch of kindness becomes available in Hamelin (after claiming the Mornstar wand).



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Task 009—Tactless Timing

Unlock:
Chapter 3—After leaving Teeheeti

Prerequisite:
None

Reward:
Bars of fairy chocolate x3 and 300G

Speak to the pink-headed fairy watching the show at the Fairyground's Cavity Club, who is struggling to find his lost restraint. Accept the task, then go to the food stand in the southeast corner of town to find a particularly strong-willed customer. Use the Take Heart spell to extract a piece of restraint and then the Give Heart spell to transfer it to the bumbling Cavity Club patron.



Task 010—A Sister's Savior

Unlock:
Chapter 4—Upon arrival at Hamelin

Prerequisite:
None

Reward:
Bottles of pixie dew x2 and 500G

The man outside of Hamelin's Black Market was supposed to make a medicine for his sick sister but can't quite bring himself to care. Fortunately, you can find someone with a bit of extra kindness walking up and down the main street in the lower part of the city. Use the Take Heart spell to get it from the donor and the Give Heart spell to improve your client's attitude. As soon as you do (completing this task), speak to the client again to sign up for errand Task 055.



Task 011—A Proposal Postponed

Unlock:
Chapter 4—Upon arrival at Hamelin

Prerequisite:
None

Reward:
Babana flans x3 and 500G

Look for this task's client on the main street in the northern part of Hamelin. He seems to be having trouble working up the courage to propose to his girlfriend, and wants your help. But courage is in short supply in Hamelin, so you'll need to wait until after you've completed the Tombstone Trail area and can teleport to Al Mamoon to get some. Even then, there won't be enough courage to go around; this guy and his poor fiancée might have to delay their marriage plans until you're able to reach the final piece of courage in Yule.



Task 012—Asleep on the Job

Unlock:
Chapter 4—Upon returning to present time

Prerequisite:
None

Reward:
Drowsy Drops gem and 500G

An employee of the Hamelin Black Market is having trouble keeping his eyes open. Sounds like a pretty exciting job to us, so it's got to be a case of brokenheartedness. If you haven't already gotten it, you can use the Take Heart spell to collect the restraint he needs from a guardsman in the southwest corner of the main street in the northern part of the city. Then cast Give Heart to cure him and earn your reward.



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Task 013—Piggy Paranoia

Unlock:
Chapter 4—Upon returning to present time

Prerequisite:
None

Reward:
Slices of game pie x3 and 500G

The city guardsman northeast of the Hamelin Cat's Cradle has lost his belief in, well, pretty much everything, and is throwing accusations around willy-nilly. Restore his faith in humanity by using the Take Heart spell to gather some belief from a man in a blue smock who's standing near the Swift Solutions building, and then transfer it over with the Give Heart spell.



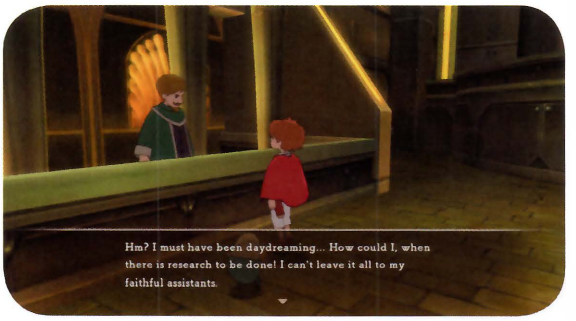
Task 014—Research on the Rocks

Unlock:
Chapter 4—Upon returning to present time

Prerequisite:
None

Reward:
Soft scoop ice creams x3 and 500G

A Hamelin native is having a crisis of belief at his balcony in the southeast corner of the northern part of the city. Fortunately, you can get some extra belief from a mustached man standing at the steps in the corner north of the Cawtermaster. Take it with Take Heart, give it with Give Heart, and collect an easy reward.



Task 015—School's In

Unlock:
Chapter 4—Upon returning to present time

Prerequisite:
None

Reward:
Handfuls of chocolate bonbons x3 and 750G

Your client for this task is a Grimalkin girl in the northeast corner of the park in Ding Dong Dell's northern area. She's lost her enthusiasm for learning, but you should have extra enthusiasm in your Locket already from an enthusiastic balcony dweller in the northern part of Hamelin. (If not, Travel back there and use your Take Heart spell to get it now.) Cast Give Heart to cure your client and earn your prize.



Task 016—Strength to Soldier On

Unlock:
Chapter 4—Upon returning to present time

Prerequisite:
None

Reward:
Blunt gem and 300G

One of the Ding Dong Dell palace guards (located at the northern exit to the northern area) has lost his will to fight. There are two tasks that require courage and only one donor available when this task unlocks, but there's a nice symmetry in using that piece of courage here, since the donor is this guy's Al Mamoon counterpart—a palace guard standing in basically the same spot. Use your Take Heart and Give Heart spells to transfer the courage from one guard to the other.



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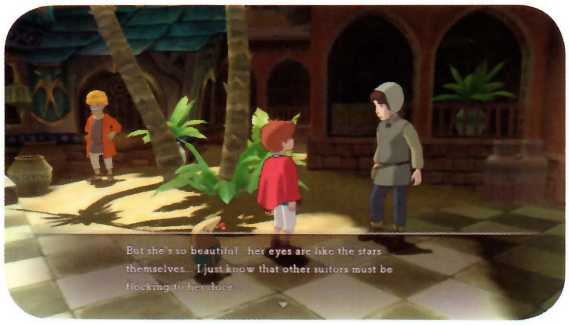
Task 017—A Suspicious Mind

Unlock:
Chapter 4—Upon returning to present time

Prerequisite:
None

Reward:
Frosty flans x3 and 750G

Back in Al Mamoon, a man walking outside of the Swift Solutions building is paralyzed with fear that his girlfriend is cheating. That sure sounds like a crisis of belief. There are multiple sources of belief available, but let's turn to a true believer in the Fairyground for this one. You can find him right outside the Hootique; extract his extra belief with the Take Heart spell, then Travel back to Al Mamoon and cast the Give Heart spell to share the wealth.



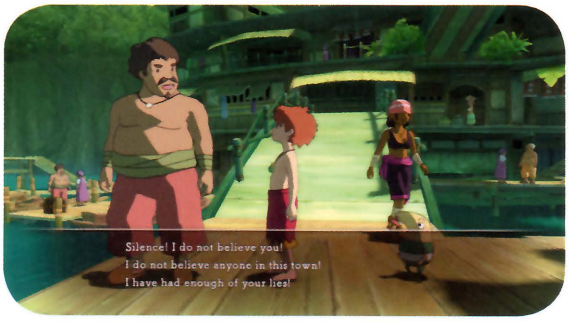
Task 018—...Where the Heart Isn't

Unlock:
Chapter 4—Upon returning to present time

Prerequisite:
None

Reward:
Rise and Shine gem and 750G

In Castaway Cove, your client awaits at the north end of the bridge near the docks. He's lost his belief in his neighbors, and your Take Heart and Give Heart spells are the only possible cure. There are multiple belief donors available when this task unlocks: Let's use the one near the southern entrance of the northern section of Ding Dong Dell. Her faith is more than powerful enough to restore the broken heart of the man in Castaway Cove.



Task 019—With Friends Like These

Unlock:
Chapter 5—After acquiring Kublai's map

Prerequisite:
Task 015

Reward:
Cheeseburgers x3 and 1,000G

In the northern part of Ding Dong Dell, the Grimalkin girl outside of the passage that leads to the small park is suffering from an acute lack of kindness. If you've been keeping up on the heart piece tasks, there won't be any kindness heart pieces available at the time this task is unlocked, so you'll need to return here after finding one in the city of Yule.



Task 020—A Shivering Wreck

Unlock:
Chapter 5—Upon arrival at Yule

Prerequisite:
None

Reward:
Snow-white ice creams x3 and 1,000G

The man in the round house in the northeast part of Yule just can't bring himself to face the cold weather outside. Use your Give Heart spell to give him the final restraint piece of heart, which you've probably been lugging around for hours now. (If you missed it, try looking for it in Al Mamoon or Hamelin.)



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Task 021—A Tail of Woe

Unlock:
Chapter 5—After acquiring Kublai's map

Prerequisite:
None

Reward:
Breeze cakes x3 and 1,000G

A brokenhearted Grimalkin guy wandering along the east wall in the northern part of Ding Dong Dell needs a shot of confidence, stat. You can get the confidence he needs by casting your Take Heart spell on the old woman selling purple fruit on the street west of the entrance to Ding Dong Dell. Give that to your client with the Give Heart spell to earn a trio of breeze cakes and, as a bonus, the recipe for a jumbo stardrop.



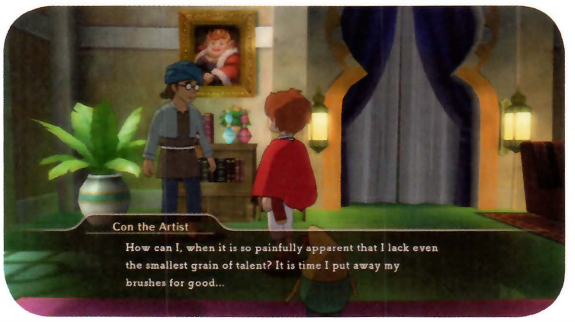
Task 022—Artist's Block

Unlock:
Chapter 5—After acquiring Kublai's map

Prerequisite:
None

Reward:
Phoenix tear and 1,000G

The artist in the Al Mamoon Cat's Cradle inn has lost confidence in his talent. To find the needed piece of heart, look no further than the textiles merchant outside of Al Mamoon's Hootique. Use your Take Heart spell to collect the piece and your Give Heart spell to transfer it back to the artist.



Task 023—Comedy Gold

Unlock:
Chapter 5—After acquiring Kublai's map

Prerequisite:
None

Reward:
Slices of game pie x3 and 1,000G

A tiny fairy standing on the counter of a kiosk between the Fairyground's Cat's Cradle inn and Swift Solutions has lost—you guessed it—his confidence. Sadly, tasks 021, 022, and 024 use up all the available confidence at the point at which this task is unlocked, so you may need to come back to finish this one after finding an extra shot of confidence in the city of Yule.



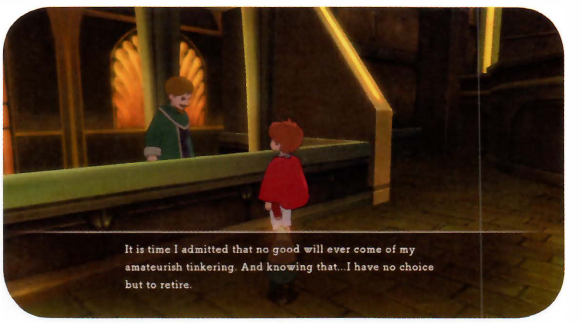
Task 024—A Crisis of Confidence

Unlock:
Chapter 5—After acquiring Kublai's map

Prerequisite:
Task 014

Reward:
Sage's secret and 1,000G

On the wide street in the northern part of Hamelin, a researcher in one of the ground-floor balconies is in desperate need of confidence. Fortunately, you can use the Take Heart and Give Heart spells to get all the confidence you need from a customer in Hamelin's own Swift Solutions shop.



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Task 025—Big Babana Love

Unlock:
Chapter 6—After empowering the Mornstar wand

Prerequisite:
None

Reward:
Slices of golden pie x2 and 500G

The most loveless man in Al Mamoon is standing in front of the Cawtermaster's store near the city entrance. There isn't any love available in Al Mamoon, so bring a dose from Perdida; one is held by a woman speaking to a child near the pot outside of Anciana's house. Use the Take Heart spell to get it from her and the Give Heart spell to bring it to the poor guy in Al Mamoon.



Task 026—Unrequited Love

Unlock:
Chapter 6—After empowering the Mornstar wand

Prerequisite:
None

Reward:
Fruit flan and 1,500G

On Castaway Cove's northern platform, a woman with a basket on her head has lost her love for her spouse. You can get the extra love you need right here in Castaway Cove, from a boy sitting on the edge of the platform near the merchant's stall. Extract his love with the Take Heart spell and give it to the troubled wife with the Give Heart spell.



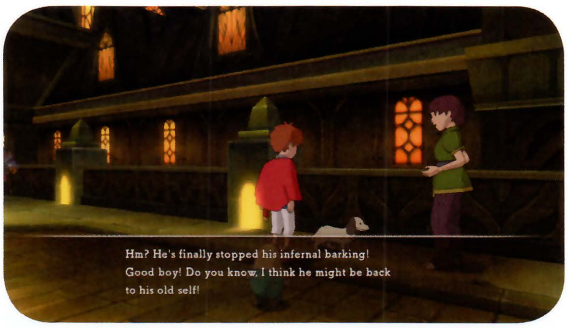
Task 027—A Woman's Best Friend

Unlock:
Chapter 6—After empowering the Mornstar wand

Prerequisite:
None

Reward:
Cheeseburgers x5 and 1,500G

In Hamelin, a woman is walking a brokenhearted dog just outside of the Cawtermaster's store. To find some extra love for the dog, continue down the stairs to the main road in the northern part of the city, where an elderly couple is talking on the tracks. Speak to the large, pink-clad woman and use your Take Heart spell to extract her love. Return to your canine client and cure his malady with the Give Heart spell. Now who's a good boy?



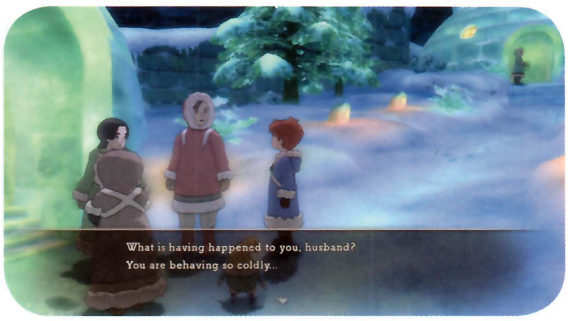
Task 028—Cold as ice

Unlock:
Chapter 6—After empowering the Mornstar wand

Prerequisite:
None

Reward:
Handfuls of snowdrop bonbons x3 and 1,500G

The man outside of Yule's southwest igloo has grown cold to his assembled family. Fortunately, you can find the love he lacks right here in Yule, from a young child talking to a tomte outside of the Cat's Cradle inn. Use your Take Heart spell to harvest that love and bring it to your nearby client, mending his soul with the Give Heart spell.



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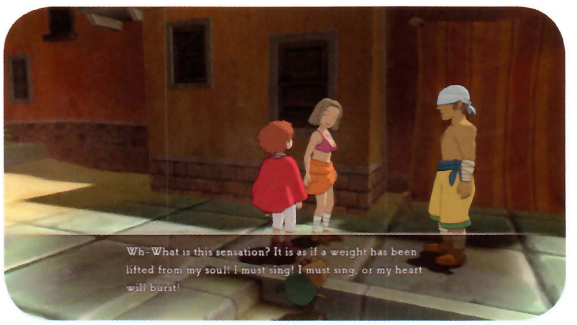
Task 029—Mamooni Idol

Unlock:
Chapter 6—After curing Philip in Motorville

Prerequisite:
None

Reward:
Patty cakes x3 and 1,500G

A woman in the northern part of Al Mamoon, just south of the Raj Mahal, lacks the ambition she needs to become a star. Find some ambition from a mustached man with a gray turban at the entrance to the city. Use your Take Heart spell to claim it from the donor, and transfer it to your client with the Give Heart spell.



Task 030—What Fishermen Want

Unlock:
Chapter 6—After curing Philip in Motorville

Prerequisite:
Task 006

Reward:
Sprite dew and 1,500G

A man standing near the docks in the eastern part of Castaway Cove has lost his ambition. You can find an unlikely donor in the form of a young boy who's playing near the entrance to the local Cat's Cradle. Cast Take Heart on him, then return to your client to mend his broken heart with the Give Heart spell.



Task 031—The March of Progress

Unlock:
Chapter 6—After curing Philip in Motorville

Prerequisite:
Task 024

Reward:
Whirly Whirlies gem and 1,500G

The researcher in the balcony in the southern part of Hamelin's main street needs help again. As you may have guessed, this time it's ambition. Find an ambitious fairy in the Fairyground to use as a target for your Take Heart spell, bring that sweet ambition back to Hamelin, and cast Give Heart to save his latest research project.



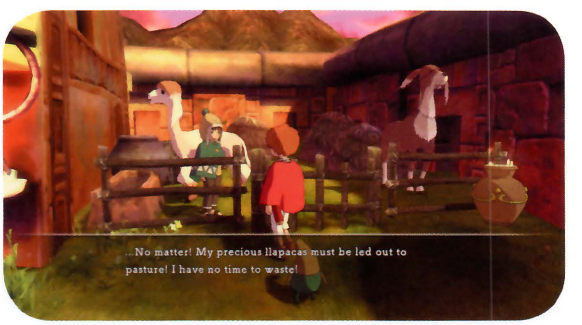
Task 032—Llapacking It In

Unlock:
Chapter 6—After curing Philip in Motorville

Prerequisite:
None

Reward:
All-be-gones x2 and 1,500G

The young shepherd tending to the llapaca east of Perdida's entrance could use a little ambition in his life. Use your Take Heart spell to get some from a young girl in the northeast corner of Khulan's courtyard, and bring that back to the boy. Use your Give Heart spell to put his heart right again.



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Task 033—A Half-Hearted Hubby

Unlock:
Chapter 2—Upon arrival at Al Mamoon

Prerequisite:
None

Reward:
Blindness-be-gones x3 and 100G

The man at the corner between the Al Mamoon Hootique and Rashaad's babana stand needs a shot of enthusiasm. If you remembered to bring some from Ding Dong Dell, you can cure him now and save the one enthusiasm-bearer in Al Mamoon (who is a few steps to the east) for Task 048.



Task 034—A Heartless Wife

Unlock:
Chapter 2—After curing the Cowlipha

Prerequisite:
Task 033

Reward:
Carrot cakes x3 and 200G

There's a couple arguing on the north platform of Castaway Cove, and with the wife devoid of kindness, it ain't gonna end well. Accept the errand, then pick up some extra kindness from the woman with the basket full of yellow fruit on the upper platform at the opposite end of the waterway.



Task 035—A Weak-Hearted Hubby

Unlock:
Chapter 3—After leaving Teeheeti

Prerequisite:
Task 034

Reward:
Cheeseburgers x2 and 300G

At the Fairyground, speak to the man with the backpack standing near the path to the Fairy Godmother. His is a textbook case of courage-related brokenheartedness, and the cure is waiting right in town. Head south to the kiosk with the giant octopus, and ask one of the customers if you can borrow his menu-challenging courage. Extract it with the Take Heart spell and then give it to the cowardly merchant with the Give Heart spell.



Task 036—A Hearty Appetite

Unlock:
Chapter 4—Upon arrival at Hamelin

Prerequisite:
Task 035

Reward:
Soft scoop ice creams x3 and 500G

Those couple of traveling merchants arguing at the railing that overlooks the lower part of town. The wife seems to be short on restraint, but luckily for her there's a veritable fountain of restraint only a few steps away: the man in the green vest who's almost directly behind the feuding wife. Use Take Heart to borrow a bit of his restraint and Give Heart to transfer it to the wife.



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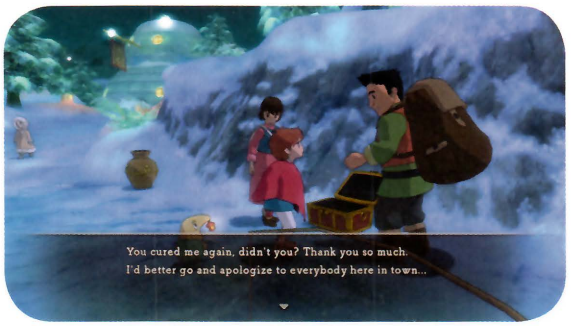
Task 037—A Mean-Hearted Hubby

Unlock:
Chapter 5—Upon arrival at Yule

Prerequisite:
Task 036

Reward:
Sprite dew and 1,000G

That traveling pair of merchants is still having trouble keeping their hearts intact. This time you'll find them in the northwest corner of Yule, and it's the husband who's become broken-hearted. He needs the lone belief piece of heart that's available in town, which is held by a tomte just outside of the local Swift Solutions. Use the Take Heart spell to help yourself to a piece, and transfer it to the husband with your Give Heart spell.



Task 038—A Down-Hearted Wife

Unlock:
Chapter 6—After empowering the Mornstar wand

Prerequisite:
Task 037

Reward:
Tonic and 1,000G

The merchant couple has made it to Perdida and are arguing outside Anciana's home in the western part of town. This time, the wife is having a crisis of confidence, which you can easily cure without leaving the city. The most confident woman in town is the one carrying a plate of cookies and walking up and down the road between Anciana's house and Swift Solutions. Use Take Heart to get a bit of that confidence, and then heal your client with the Give Heart spell.



Task 039—A Cold-Hearted Hubby

Unlock:
Chapter 6—After empowering the Mornstar wand

Prerequisite:
Task 038

Reward:
Nostrum and 1,500G

After you complete Task 038, the feuding merchants make their way to Ding Dong Dell, and, as always, someone manages to lose a piece of heart along the way. This time it's the husband who needs love, and you'll need to run to the northern part of the city to find some. Cast your Take Heart spell on the artist-type guy hanging out on the steps, and use your Give Heart spell to give that love back to the merchant husband.



Task 040—A Change of Heart

Unlock:
Chapter 6—After curing Philip in Motorville

Prerequisite:
Task 039

Reward:
Healing Rain gem and 1,500G

The wife in the ever-feuding merchant couple is struggling with a lack of ambition at the entrance to Ding Dong Dell. No one in the city has ambition to spare, but there are two pieces available in the Fairyground, so you can use the Take Heart spell to collect what you need there. Use the Give Heart spell to give it to the wife and finally restore this star-crossed couple to full-heartedness for good! As an added bonus (and really, you deserve one after helping these guys so many times), they throw in a book of alchemy formulae.



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Other Errands

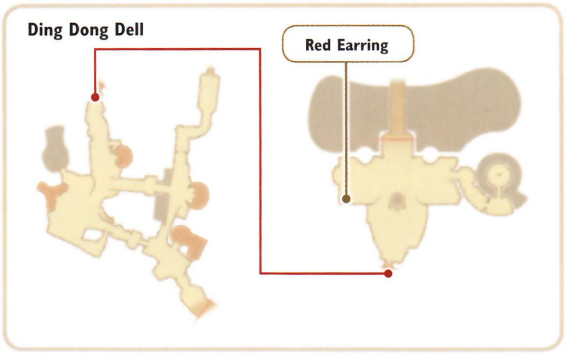
Task 041—A Safe Hiding Place

Unlock:
Chapter 1—During your first visit to Ding Dong Dell

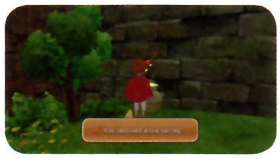
Prerequisite:
None

Reward:
Leafy mantle and 50G

Talk to the Grimalkin woman near the Hootique. She asks you to find a red earring in one of the pots in town. The pot with the earring appears in the northern region of town, in the park to the west of the fountain.







Task 042—A Splash of Color

Unlock:
Chapter 1—During your first visit to Ding Dong Dell

Prerequisite:
None

Reward:
Wooden shield and 50G

Talk to the Grimalkin woman in the northern alley that connects the east and west parts of Ding Dong Dell. She wants two each of the plainswort and springwater items that you can forage from the twinkling points just outside of town. These twinkling spots regenerate quickly, so you can visit them again to get the second item after just a few minutes.



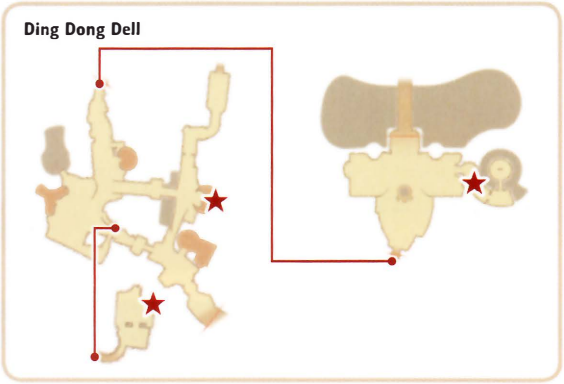
Task 043—Hide and Seek

Unlock:
Chapter 1—During your first visit to Ding Dong Dell

Prerequisite:
None

Reward:
Slices of sweetie pie x3 and 50G

Talk to the woman standing outside of the house southeast of the Ding Dong Dell Swift Solutions. She asks you to find her three sons and tell them to come home. Each is wounded and will need a blast from Oliver's Healing Touch spell before they'll comply. You'll find the first hanging out in the Cawtermaster's store. Take the stairs north of the mother to the rooftop garden to find and heal the second boy. The third boy is in the northern part of the map, in the tunnel that leads to the park with the waterfall. After you've healed them all, talk to their mom to claim your reward.











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Task 044—Forest Folk

Unlock:
Chapter 1—After defeating Hickory Dock in Ding Dong Well

Prerequisite:
None

Reward:
Bottles of iced coffee x3 and 50G

Half the challenge of this errand is finding the task-giver, who lives outside of any major settlement. Leave Ding Dong Dell and travel through the valley to the east. In the hidden forest glade at the eastern rim of the Northern Summerlands area, you'll find a small encampment with a boy who's tired of his home being attacked by rhinobores. Accept the task and leave the area, and you'll see the five rhinobores he's talking about on the world map. At the point at which you unlock this task, you should already be plenty strong enough to beat them, but for an added edge, circle behind the slow-moving creatures to start the battle with a free turn.



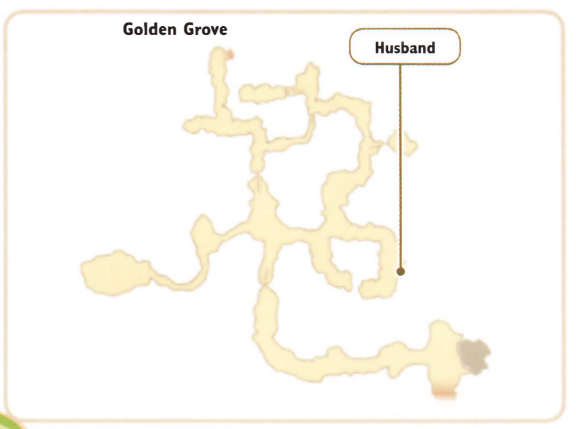
Task 045—A Lover's Lunch Basket

Unlock:
Chapter 2—Upon arrival at Al Mamoon

Prerequisite:
None

Reward:
Glowcaps x3 and 200G

In Al Mamoon, a woman standing north of Rashaad's babana stand wants you to deliver lunch to her husband. Unfortunately, her husband works all the way over in Golden Grove. Once you and Rashaad have parted ways, head back to the grove and hop down the mushroom stairway past the waystone. Head straight east from there, passing the passages to the north and south to find him. The husband gives you a message for his wife and sends you back to Al Mamoon.



Task 046—Bothersome Boneheads

Unlock:
Chapter 2—Upon arrival at Al Mamoon

Prerequisite:
None

Reward:
Bone sword and 200G

North of the Al Mamoon babana stand, a hefty middle-aged woman is having problems that can only be solved by Oliver's team hunting down and defeating 10 of the bonehead creatures that are meandering around outside of town. This task offers a fine opportunity to earn some experience for your team and collect a nice reward.



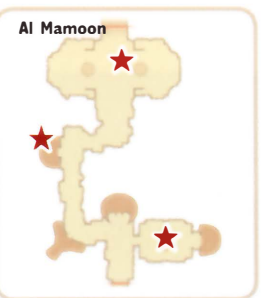
Task 047—A Boy and His Birds

Unlock:
Chapter 2—After curing the Cowlipha

Prerequisite:
None

Reward:
Phoenix feathers x2 and 400G

In Al Mamoon, a boy with a green vest and orange shirt is hanging out near the entrance to town. Three of his pigeons have failed to return, and he needs you to find them for him. To find them, search for flocks of pigeons and use your Nature's Tongue spell to speak to any who stay behind when the others fly away. You'll find one pigeon by the southern fountain outside of the inn, and another by the east milk fountain in the northern part of town. The third pigeon is a little tricky: It has somehow found its way to a windowsill inside of the Al Mamoon Hootique. Once you've spoken to each pigeon and convinced it to return to its master, speak to the boy to claim your reward.









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Task 048—The King of Curries

Unlock:
Chapter 2—After Esther and Rashaad join your party

Prerequisite:
None

Reward:
Bowls of tikka mahala x5 and 200G

Raj, the owner of the Raj Mahal curry stand in the northeast part of Al Mamoon needs ingredients for an ancient recipe. The tender beef and fluffy rice are no big deal; they can both be purchased at the local Hootique. To get the spice, head down towards Swift Solutions and speak to the Sheikh of Spices (the guy with the yellow turban), who is standing outside of the shop. Give him a shot of enthusiasm (taken from an Al Mamooni pedestrian near the babana stand) to complete Task 003 for the spice-maker. His enthusiasm restored, the Sheikh od Spices will present you with his own list of ingredients: spicy seeds (which can be foraged from three foraging points in the Smoky Mountains' foothills to the southwest) and a turmeric root (which is dropped by an enemy known as a lumberwood). To make the lumberwood appear, you need to go to Swift Solutions and sign up for bounty hunt task 088. Bring all the ingredients back to the Sheikh of Spices, and he'll make your spices. Bring the spices, the beef, and the rice back to Raj at the Raj Mahal curry stand to complete the task. In addition to the task rewards, he'll throw in a free sample and allow you to buy more tikka mahala curry at his curry stand whenever you like.





Task 049—A Snazzier Swimsuit

Unlock:
Chapter 2—Upon arrival at Castaway Cove

Prerequisite:
None

Reward:
Wildflower sundaes x4 and 400G

Talk to the woman with the orange beanie and purple sash hanging out near the entrance to Castaway Cove. She needs three rainbow leaves for a swimsuit design, and the only way to get them is from the floret creatures that are wandering in the Shimmering Sands. The trick to getting the rainbow leaves is defeating the florets with Frostbite spells; as the client says, they need to be frozen immediately for the leaf to be preserved.



Task 050—The Concerned Crab

Unlock:
Chapter 2—After curing the Cowlipha

Prerequisite:
None

Reward:
Cups of strong coffee x3 and 400G

In Castaway Cove, use your Nature's Tongue to talk to the blue crab at the end of the second dock. The crab is looking for his friend, who was swept out to an island southeast of Castaway Cove. Once you get the ship, sail east to Robinson Island, the slim sandbar shaped like a tilted H that's surrounded by coral reefs. The missing crab can be found at its northeast tip. Use Nature's Tongue to speak to it, and then relay its message back to its friend in Castaway Cove.



Task 051—A Comedy of Errors

Unlock:
Chapter 3—After leaving Teeheeti

Prerequisite:
None

Reward:
Dryad's spear and 700G

A fairy in the southeast corner of the Fairyground has lost three slapsticks to the wishing whambat creatures that frequent the beach area outside of town. The catch is that they only drop slapsticks if they have the blinded status condition when they are defeated in combat. Your best options for blinding foes are using the Razzle Dazzle trick (known by sprout sprite, sunshine, and tu-whit familiars, among others) or the Sand Blast trick (known by mite, jabber, and green buncher familiars, to name a few). Note that even if you do everything right, getting the drop still isn't a sure thing, and it may take a few fights before you can collect all three and return for your reward.



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Task 052—A Big Splash

Unlock:
Chapter 3—After leaving Teeheeti

Prerequisite:
None

Reward:
Handfuls of chocolate bonbons x2, babana flan x2, and 700G

A small fairy at the corner across from the Fairyground's Swift Solutions needs you to collect ingredients for a cold medication. The ingredients are all fairly common: one each of booster shoots, slumbernot leaves, and springwater. The booster shoots and spring water are both widely available at twinkling forage points in the Rolling Hills region, while slumbernot leaves can be found at a forage point just outside of Castaway Cove (and can also be stolen from the same wishing whambats that are your quarry for Task 051). You may well have all of the items you need in your inventory already.



Task 053—Boars in the Bushes

Unlock:
Chapter 3—After defeating the Royal Jelly in Mummy's Tummy

Prerequisite:
None

Reward:
Pointy hat and 700G

The client for this task is in the Golden Grove, so you may need to do a bit of traveling to reach him. If you don't yet have the Travel spell, you can sail northwest from Teeheeti to a beach just east of Golden Grove, which makes it fairly easy to reach the area (although you'll be entering it from the wrong side). You'll find the client at the pool in the southern part of the area, and he'll ask you to hunt down a trio of hyperboars who are eating all of the grove's mushrooms. Head back to the central crossroads of the Golden Grove to battle the first hyperboar and his two crashing boar companions. All of these foes are weak to fire-type attacks, so arrange your party accordingly! Each boar has 500–600 HP, so these won't be easy fights, but they should be winnable at the point in which the task unlocks. If you take a beating, make sure to hit the waystone before you tackle the remaining two hyperboars. Head east and then north to find the next one, and then continue north after beating him to find the third. The third battle features three crashing boars instead of two, so save plenty of MP for area-effect tricks like Hot Huff and Cut Loose. Then head back to the client, but make sure to visit the waystone on the way, as the client has himself run afoul of a full boar (the most

Task 053 (continued)

powerful kind of boar, which is weak to water instead of fire), so there's one more four-boar battle you'll need to clear before you can claim your hard-earned reward.





Task 054—A Flower in the Fug

Unlock:
Chapter 4—Upon arrival at Hamelin

Prerequisite:
None

Reward:
Purifying Pulse gem and 1,000G

In the northern part of Hamelin, two people are talking on a ground-floor balcony on the east side of the street. When you speak to one of them, she complains that she hasn't been able to make her potted flower bloom. Examine the tiny pot on the balcony railing and use your Quicken Growth spell when prompted. When that doesn't quite do the trick, Drippy suggests you enlist a sun-like familiar—that could only be the sunshine familiar that is found exclusively in the Shimmering Sands area outside of Al Mamoon. (Note that a grandsun or any other metamorphose of a sunshine won't do the trick.) Recruit one and bring it with you when you speak to the woman again to complete this task.



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Task 055—Making Medicine

Unlock:
Chapter 4—Upon arrival at Hamelin

Prerequisite:
Task 010

Reward:
Cappuccinos x2 and 1,000G

After you complete task 010, the same client asks for your help with another task. This time he needs an important item known as feel-good fungus in order to complete an important recipe, and he points you to the forest glade west of Hamelin. The hidden forest glade shouldn't be hard to spot; there's only one sizable thicket of trees on this part of the continent, and it's west by southwest from Hamelin's entrance. Inside, you won't find any wild mushrooms, but you will find a native who's willing to fetch one for you. Her price: one carrot cake. If you don't have one on you, you can use your cauldron to make one out of a normal cake and three crunchy carrots (both ingredients can be purchased at a Hootique, including the one in Hamelin). Bring the fungus back to claim your reward and unlock the third errand in this series, Task 056.



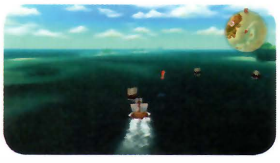
Task 056—Pesky Pirates

Unlock:
Chapter 4—Upon arrival at Hamelin

Prerequisite:
Task 055

Reward:
Pirate's cutlass and 1,000G

Thanks to your completing Tasks 010 and 055, the client outside of Hamelin's Black Market has finally completed his medicine. Now the problem is the delivery; pirates have made the Hamelin–Castaway Cove route excessively dangerous, and you'll need to wipe them out by sinking four pirate ships. Sail southwest to Castaway Cove, and you should see a flotilla of pirate ships near the Shipwreck Shore. Attack them each in turn, as you would a normal foe, maneuvering to attack from behind when possible. (Since their ships aren't very maneuverable, back attacks are very easy to pull off.) Each of the first three ships is helmed by three or four zomboatswains, who have 1,128 HP each and no particular weaknesses or resistances. Once you've bested all three, the fourth ship appears. This one has a crew of four zomboatswains led by a cap'n zombo with 1,450 HP, so it's a pretty tough fight. If you're still aching from the previous battles, hit the Cat's Cradle inn at Castaway Cove first.





Task 057—The Mechanic's Lament

Unlock:
Chapter 5—After acquiring Kublai's map

Prerequisite:
None

Reward:
Stout armor and 1,500G

The pirate in the northern part of the Skull Mountain cave is struggling with some mechanical repairs. Oliver thinks he knows just the man to help: Myrtle's dad, Rusty, back in Motorville. Collect the parts from the client and cast Gateway to return to Motorville. Travel to the road that runs along the southern edge of the city, then travel west to find Rusty's garage. You'll find him inside, and he happily helps with the repairs. Use Gateway to return to Skull Mountain and bring the repaired parts to your client. In addition to your reward, the grateful pirate throws in the formula for making jumbo moondrops.



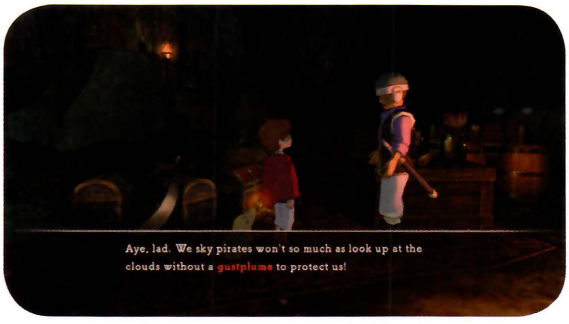
Task 058—The Sky Pirate's Charm

Unlock:
Chapter 5—After acquiring Kublai's map

Prerequisite:
None

Reward:
Whirligig gem and 1,500G.

The pirate near the waystone in Skull Mountain has lost the gustplume that he treasures as a lucky charm. Don't waste a lot of time looking for it: Just go outside and hunt for a major byrde in the wilds outside of Skull Mountain. Major byrdes have a small chance of dropping one and offer Swaine a solid 20 percent chance of stealing one. The client suggests you try to get one from a beachhead, but that would take a whole lot longer, since they have only a 5 percent chance of dropping one and it's not one of their stealable items. The major byrde offers the best odds you'll find anywhere nearby.



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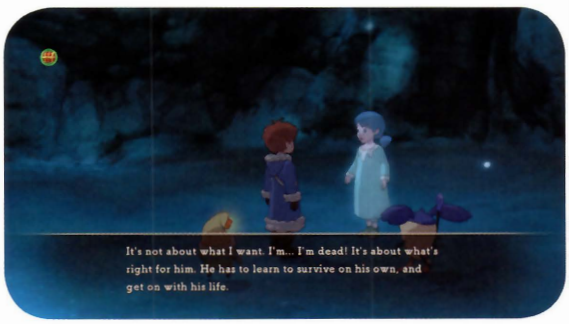
Task 059—Moving On

Unlock:
Chapter 5—Upon arrival at Yule

Prerequisite:
None

Reward:
Snowblower gem and 1,500G

Make your way to Sleety Hollow, the cave southeast of Yule by having Tengri drop you off at the icy bank along the ocean and then hiking north up a thin valley to reach the entrance at the end. Inside, you'll find a ghost girl whom you can speak to only with the Spirit Medium spell. Her one companion in this cold, dark cave is a level-30 jabberguppy, and her request is that you take it with you, raise it up to level 40, and then return it. (You will have to give it a slot in your active party, but you're free to use it in combat, and it's actually a pretty decent familiar.) When you do hit level 40 and bring it back, your client asks you to keep it for good, and even teaches you a new formula so you can alchemically conjure up a jumbo planetdrop.



Task 060—A Hot New Look

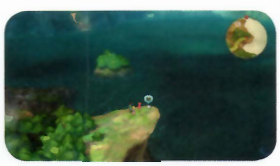
Unlock:
Chapter 5—Upon arrival at Yule

Prerequisite:
Task 049

Reward:
Sarsaparilla sundaes x2, snow-white ice cream x2, and 2,000G

A woman wandering between Yule's Cat's Cradle inn and Swift Solutions wants a snazzy swimsuit to get her through the winter. Teleport to Castaway Cove and speak to the bikini maker you helped in Task 049, the one with the pink bandanna who walks along the southern boardwalk. She tells you that her last swimsuit was stolen by a seagull who flew away with it to the west. Grab your ship/dragon and sail/soar to the nearest island west of Castaway Cove. Make your way to the northern tip of the island, where a tiny white seagull is standing. Use your Nature's Tongue spell to speak to it, and it agrees to hand over the swimsuit. Teleport that back to your client in Yule to complete the task.





Task 061—Yule Have to Search

Unlock:
Chapter 5—After defeating Cerboreas in the Glittering Grotto

Prerequisite:
None

Reward:
Medal of valor and 2,000G

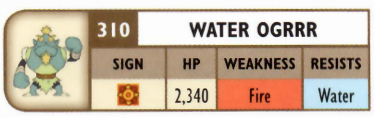
The tomte woman in the center of Yule's frozen lake has lost her child and needs your help finding him. Her first suspect is some human in the northern part of town, so interview the little boy just inside of the north exit. He points you to the Glittering Grotto, specifically the northwest corner of the ground floor's first area, just before where you stepped on that spire that shattered after you leapt across. When you reach the child, he's under attack from a water ogrrr and three turban legends, so be ready to meet them with your blazing sword and water-resistant armor. This is a tough fight, but if you have full MP and HP, you can afford to go hog-wild with tricks like Slash 'n' Burn to pick off the turban legends before they can do too much damage. After clearing the battlefield, talk to the tomte child and you'll automatically warp back to his grateful mother.











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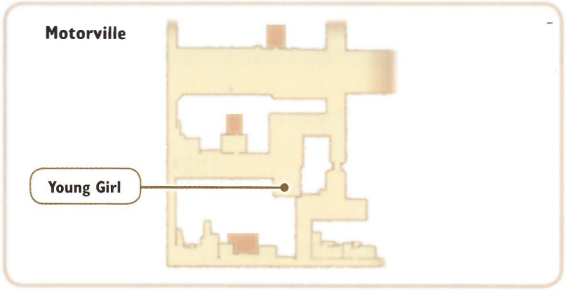
Task 062—Out of This World

Unlock:
Chapter 6—After empowering the Mornstar wand

Prerequisite:
None

Reward:
Carnation cakes x2, wildflower sundaes x4, and 2,500G

A young girl looking at the flowers outside of Perdida's Swift Solutions had a dream about her other-world self and wants you to find her counterpart in Motorville. Cast Gateway to return to your world, and then travel south from your arrival point. Turn to the west before you cross through the archway, and then continue south to find her at the small park where Pea gave you your first wand. Talk to the girl, then examine her dry flowers and select the Rejuvenate spell to return them to health. Speak to the child again, and she gives you a hometown flower that you can bring back to your client in Perdida.





Task 063—Beating a Bad Back

Unlock:
Chapter 6—After empowering the Mornstar wand

Prerequisite:
None

Reward:
Tonic and 2,500G

An old man in the central part of Perdida, near the entrance to Swift Solutions, needs a cold compress for his back. Travel to Yule and speak to the giant tomte near the town's merchant. The tomte is happy to share his cold compresses but wants a favor out of you while he prepares them. He wants you to track down and kill five manglerfish outside of town, and specifically to do it with a blazing blade sold by the merchant behind him. You probably already have a blazing blade, so equip it and get hunting. The manglerfish are the large anglerfish-like creatures that appear randomly outside of town. They aren't especially common, so if you go outside and don't see any in the immediate area, return to Yule to reset the enemy placements and try again. Your blazing blade–wielder needn't kill them personally; you'll get credit for the kill whether he gets in a hit or not. Once you've racked up five kills, return to the tomte to get your cold compress and use the Travel spell to deliver that to your client in Perdida.





Task 064—The Hungry Llapaca

Unlock:
Chapter 6—After empowering the Mornstar wand

Prerequisite:
None

Reward:
Leech gem and 2,500G

Use your Nature's Tongue spell to talk to the llapaca in the southeast corner of Perdida, right by the entrance to town. It's tired of its usual feed and wants to try something a little more exotic. It requests new foods one by one, and you must Travel to the town that's famous for that food, buy one at the local Hootique, and then Travel back for your next assignment. (Of course, you can skip all those steps if you already have the item on hand, which is pretty likely for the first few.) The items it wants are a babana from Al Mamoon, a glowshrimp from Castaway Cove, a black truffle from Hamelin, and a snow radish from Yule. As an added bonus, your llapaca client will throw in the formulae for the highest tier of familiar treats.



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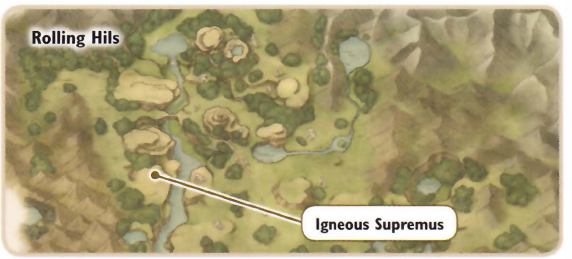
Task 065—The Cat's Whiskers

Trigger:
Chapter 7—After sanctification of Ding Dong Dell

Prerequisite:
None

Reward:
Radiant blade and 3,000G

Your client for this task is the Ding Dong Dell gate guard from whom you extracted enthusiasm at the very start of the game. Meet him at the entrance to the city, where he explains how he lost his Cat's Whiskers to some sort of thieving creature. The only clue is the footprints in front of him, which you can follow right outside of the city and onto the world map, where they'll eventually lead you to the culprit. (If it's ever unclear which direction the footprints are pointing, just examine them and the text will tell you.) But there's a trick here; there are actually three different sets of footprints, each leading to a different creature. You need to make sure you're always following the ones with the webbed, three-prong shape that you saw near the guard. (Following the footsteps to the wrong creature will result in a fairly tough battle that wins you nothing.) Telling which set is which can be tough since they're so tiny on the world map; the correct set leads you west and slightly north from Ding Dong Dell, and has you cross the river canyon to fight a bearded, fan-wielding creature known as an igneous supremus on the other side. It isn't too powerful, but it has a lot of hit points and high defense scores. Use your familiars with elemental-based tricks to blast it with water-type attacks, and when it finally drops, you'll find the guard's Cat's Whiskers.









327	IGNEOUS SUPREMUS		
SIGN	HP	WEAKNESS	RESISTS
	8,045	Storm	Physical

Task 066—The Artist's Muse

Unlock:
Chapter 7—After sanctification of Al Mamoon

Prerequisite:
Task 022

Reward:
Shield of the pure and 3,000G

If you've completed his previous errand (Task 022), the artist hanging out in the Al Mamoon Cat's Cradle will ask you to help

Task 066 (continued)

him round up another model. This time he's looking for a young forest-dwelling woman with short hair and a necklace. Specific enough for you? He's pretty sure someone like this can be found in one of the game's hidden forest glades, and he's right: She's in the forest glade on Turtle Crag. That's the island north of the Hermit's Shell and south of the Winter Wonderlands. It's a U-shaped island, and you'll find the forest glade at the northern tip of the right side of the U. Talk to the tomboyish girl wandering through the woods, and tell her of the offer. She'll accept, and you'll be warped right back to the Cat's Cradle, where you can speak to the artist to claim your reward.





Task 067—Curry in a Hurry

Unlock:
Chapter 7—After sanctification of Hamelin

Prerequisite:
Task 048

Reward:
Bowls of tikka mahala x20 and 3,000G

In this task, Taj (of the Taj Mahal curry stand) east of Al Mamoon's milk fountains is looking for someone to make some quick deliveries for him. For each delivery, you'll need to pick up the curry from Taj rush it to the customer (okay, the game doesn't actually care how long it takes), and then return to the merchant for your next assignment. In order, the customers are the Sheik of Spices outside of Swift Solutions in Al Mamoon, the mayor in the dock area of Castaway Cove, the owner of Hamelin's Black Market, the skeleton bartender in the Tombstone Trail casino, and a forest dweller in the forest glade in the western valley of the Rolling Hills, west of the river gorge. You can use the Travel spell to reach most of the customers but must have Tengri fly you to the final one.











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Task 068—Wakey, Wakey

Unlock:
Chapter 7—After sanctification of Hamelin

Prerequisite:
None

Reward:
Dragon lance and 3,000G

In Hamelin, a man wandering outside of Swift Solutions is having a problem with oversleeping. He asks for your help finding a solution, but it will take a couple of tries before you find something that works. First, bring him a sleep-be-gone, which can be purchased in any store. When that doesn't work, bring him a cappuccino—you can buy one in Yule or Perdida. When that doesn't work either, it's time to bring out the big guns: a familiar that knows the Rise and Shine trick. If you don't already have a familiar who knows it, you can use a Rise and Shine gem to teach it to anyone with an open trick slot (Rise and Shine is a colorless gem). Alternatively, you could capture a turbandit in the Shimmering Sands (it learns Rise and Shine at level 7) or a bubbud in Ding Dong Well (which learns Rise and Shine at level 5). Place the appropriate familiar in your party's lineup and go talk to the man one last time to cure his malady and claim your reward.



Task 069—The Runaway Fairies

Unlock:
Chapter 7—After completing the game

Prerequisite:
Task 053

Reward:
Kaleidostones x2 and 5,000G



If you've completed task 053, your fairy client will be right where you left him, near the Spring of Life at the southern entrance of the Golden Grove. He's had you pacify the Golden Grove to make it safe for fairies, but the runaway fairies have yet to return. Your mission is to find them and spread the word, but your client's knowledge of where the fairies have gone is a tad hazy. He'll give you a vague hint as to the location of each fairy, and then when you find that fairy you'll automatically return to your client to get the next hint. The locations of the five fairies are:

1. On the world map on the path leading up to Skull Mountain, behind the flag second-nearest to the entrance

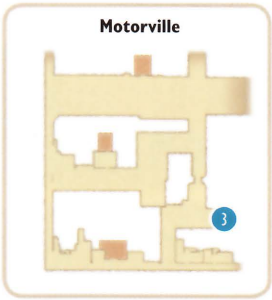
Task 069 (continued)

2. In a small cell against the western wall of the Vault of Tears, near the magic seal that returned you to your human forms
3. In front of Philip's workshop in Motorville, which is directly south of where you arrive when you cast the Gateway spell
4. By the skeleton in the hidden mine area in the mountains east of Hamelin, which can only be reached with Tengri
5. Talking to the forest dweller in the hidden forest glade at the center of Jack Frost's Playground (the island southeast of the Winter Wonderlands)

In addition to your reward, your client will teach you two new formulae.





















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Task 070—The Greatest Treasure



Unlock:
Chapter 7—After completing the main story

Prerequisite:
None

Reward:
Evil eyes x2 and 5,000G

A boy near the merchant's stall in Castaway Cove has found a treasure map pointing to the seven overworld areas with mysterious stone markers. The map is in bad shape, so to figure out the seven locations, you'll need to speak to the other residents of Castaway Cove, who appear as flashing blue dots on the area map. (But you don't actually need to speak to them, as long as you remember where you've seen the stone markers on your past journeys.) Visit each marker in whatever order you like, and read the text on them, taking note of the two Nazcaän characters at the end. The markers can be found on the world map in the following areas:

Tiny Tim—The northern of the two islands southwest of the Winter Wonderlands, beneath the icy ridge

No Longer Mine—The island south of Hamelin, on its western coast

Shipwreck Shore—The area with the Vault of Tears, at its northeast end

Swan Island—The largest island in the chain of islands northeast of the Summerlands and northwest of Autumnia, on its eastern shore

The Barrens—The area on the west coast of the Summerlands, south of where you dock to go to Skull Mountain

Billy Goat's Bluff—At the end of the long Autumnia trail that begins at the continent's western beach (northwest of Perdida)

Bungler's Bay—The island southwest of Castaway Cove

Talk to your client, who will help you decipher the Nazcaän code using the last two characters from each marker. The characters represent a letter and a number that indicates in what order the letters should be placed to create a word. If you decipher it correctly it will spell Kublai3 (Kublai Khan the Third). Teleport over to the *Iron Wyvern* and speak with Kublai. He points you to a forested island that must be reached by air, which can only be the Broken Crown in the northeast corner of the world. Have Tengri fly you there, and cast Rejuvenate on the final marker to reveal the ultimate "treasure." At least when you return to your client, you'll get a few new formulae in addition to your reward.





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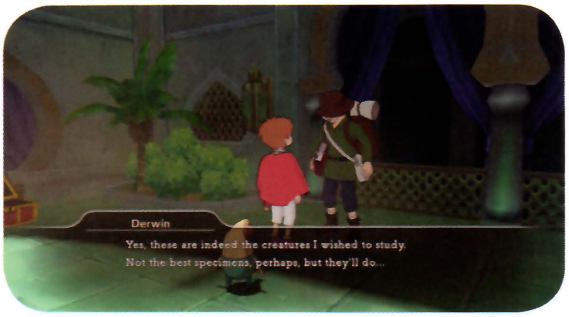
Task 071—Desert Creatures

Unlock:
Chapter 2—After completing Temple of Trials

Prerequisite:
None

Reward:
Stardrop, moondrop, and 500G

After you complete the Temple of Trials, Derwin, the creature researcher, in the section of town outside of the inn asks for your help with his familiar research. Specifically, he wants to see green buncher and turbandit familiars, both of which can be found in the desert outside of town. It may take several tries before you're able to catch them, but the rewards are worth the trouble. Note that both familiars have to be in your party or your reserves to complete the task.



Task 072—Mechanical Creatures

Unlock:
Chapter 4—Upon arrival at Hamelin

Prerequisite:
Task 071

Reward:
Sundrops x2, planetdrops x2 and 2,000G

Derwin, the creature researcher you last met in Al Mamoon is hanging out in front of the Cat's Cradle. This time, he wants your help researching a trio of mechanical creatures: a tin-man, a sprog cog, and a clinketyclank. All three can be found in the immediate area, so getting into fights with them won't be difficult. However, the odds that they'll want to join you afterwards are a low 6 percent, 8 percent, and 8 percent, respectively, so you'll likely have to fight dozens of each foe before you finally land a recruitment opportunity. Once you've bagged them all, add them to your party (or your reserves) and bring them back to Derwin to collect your reward.



Task 073—Snow-Loving Creatures

Unlock:
Chapter 5—Upon arrival at Yule

Prerequisite:
Task 072

Reward:
Jumbo sundrop, jumbo stardrop, and 3,000G

If you've completed his previous tasks, you'll find Derwin, the bespectacled familiar researcher waiting near Yule's southern entrance. This time his shopping list includes the ice queen found in the Glittering Grotto (which you have a 6.4 percent chance to recruit) and two common familiars found in the Winter Wonderlands: a sasquish (which you have 6.4 percent chance to recruit) and a lotus bubbud (which you have 4 percent chance to recruit). Return to him with all three familiars in your active party to collect the reward.



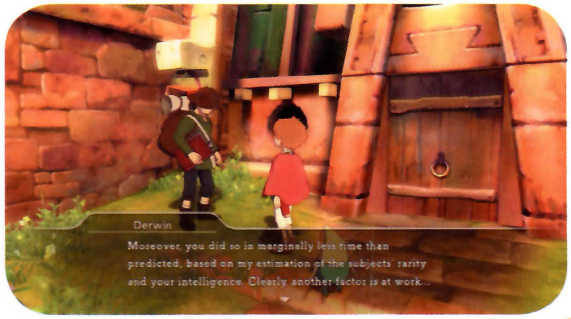
Task 074—More Creatures

Unlock:
Chapter 6—After empowering the Mornstar wand

Prerequisite:
Task 073

Reward:
Jumbo moondrops x2, jumbo sundrops x2, and 5,000G

If you've completed all of Derwin's other tasks, the bespectacled familiar researcher will find his way to Perdida with a challenging new shopping list. This time, Derwin only wants the ultimate metamorphosis of each familiar, and since those forms aren't available in the wild, you'll need to catch, level-up, and metamorphose them yourself. To get a flash fry, catch a small fry outside of Old Smoky and metamorphose it twice, or catch a deep fry on Old Smoky and metamorphose it once. To get a wispula, catch a wisp on the Tombstone Trail and metamorphose it twice, or catch a ghost wisperer in Nevermore and metamorphose it once. To get a trumpy-pumper, catch a shonky-honker near Castaway Cove and metamorphose it twice, or catch a sharper-parper in the Miasmic Marshes and metamorphose it once.



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Task 075—Fierce Creatures

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Task 074

Reward:
Lumberwood ticket, relixx ticket, dinoceros ticket, and 500G

If you've completed all of Derwin's previous tasks, the traveling familiar researcher will find his way to Ding Dong Dell for one last errand. This time, you don't have to recruit anything; he's putting a hit out on three dangerous creatures that are threatening the potential familiar population. Hunt down and defeat each creature he asks you to, then return for your next assignment. Once you've bested the third, he'll give you three tickets that can be redeemed for rare familiars at the Solosseum. These foes are all variants of bounty hunt targets you've fought before; as with your past battles, it's best to use elemental weaknesses to defeat the first two, and buffs and debuffs to deal with the third.

- Target 1—Grubby fug on Jack Frost's Playground (the island southeast of the Winter Wonderlands)
- Target 2—Auric collum atop the high plateau on the natural wall that separates Shimmering Sands from Castaway Cove area and Shipwreck Shore
- Target 3—Shellmet on No Longer Mine, the island southeast of Autumnia and north of Teeheeti











312	GRUBBY FUG		
SIGN	HP	WEAKNESS	RESISTS
	4,540	Fire	Storm



320	AURIC COLLUM		
SIGN	HP	WEAKNESS	RESISTS
	5,340	Storm	Physical



332	SHELLMET		
SIGN	HP	WEAKNESS	RESISTS
	3,960	—	Storm

Task 076—The Young Alchemist

Unlock:
Chapter 2—Upon arrival at Castaway Cove

Prerequisite:
None

Reward:
Rings-a-bells x2, wetstones x2, and 400G

After acquiring the alchemical Cauldron, speak to the young girl on the pier in the northwest corner of town. She wants you to use your new Cauldron to whip up a type of dagger known as a candle cutter. The ingredients are a flint dagger, which can be bought from the Cawtermaster in Al Mamoon, and an emberstone, which is quite a bit trickier to find. You'll find mohawk creatures wandering the island of Teeheeti and can either attempt to steal an emberstone from them or hope to get one as a random post-battle drop (which occurs about 12 percent of the time). Bring the completed candle cutter back to the girl to earn your reward and several additional weapon and armor formulae.



Task 077—The Forest Alchemists

Unlock:
Chapter 4—Upon returning to present time

Prerequisite:
Task 076

Reward:
Fogdrops x2, coldstones x2, and 1,500G

This task is quite a ways off the beaten path. To find the client, sail to the Shipwreck Shore, enter through the natural arch on the beach (which was previously blocked by a giant collum, one of your bounty hunt targets), and circle around the cliffs to the west to get on top of the arch. Continue east into the thicket of trees, where you'll find a hidden forest glade with red, green, and purple chests and a client who wants you to help him alchemize a royal spear. The ingredients he alludes to in his vague description are actually jade marble, shadowglass, and raw steel—you'll need two of each to complete the recipe. You can forage raw steel and shadowglass from twinkling points outside of Hamelin, but the jade marble won't be easy. Jade marbles are forageable at the Shimmering Sands and the Spindle (the island east of Autumnia), but both foraging points are inaccessible at the point at which the task is unlocked; both can only be reached by air. If you really want to clear this task now, your one shot is stealing them from the pike tykes on the Spindle. (The odds of success are around 20 percent.) When you have all six ingredients, add them together to generate a royal spear,

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Task 077 (continued)

and bring it to your client. He lets you keep the spear, gives you some rare ingredients as a reward, and teaches you a whole bunch of new formulae to boot!



Task 078—The Master Alchemist

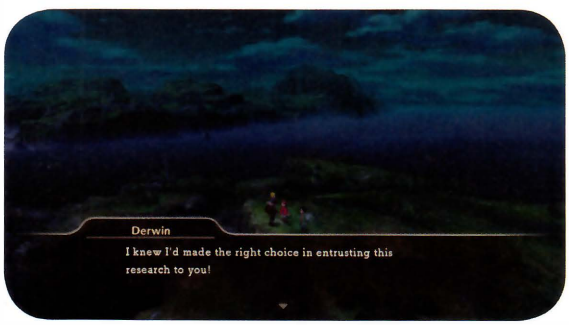
Unlock:
Chapter 7—After completing the main story

Prerequisite:
None

Reward:
Clump of troll's tears x2, glowstones x2, and 5,000G

An old man who lives in the Alchemist's Cave on the southern part of the natural wall that separates the Shimmering Sands from the Shipwreck Shore area (just west of the Vault of Tears) has an alchemy challenge for you that will almost certainly require a bit of grinding on your part. His first task is for you to make a demon's ax out of a basic weapon and several ingredients that can only be acquired by defeating or stealing from enemies. Once you show him the completed ax, he'll up the ante, demanding you use that as an ingredient to make the even more powerful war god's ax, which requires far rarer ingredients. The ingredients—and where to find them—are listed below.

In addition to the promised reward, the client will teach you four new formulae (060, 084, 094, and 097). And now that you've proven yourself to him, he'll be willing to teach you other new formulae when you show him rare ingredients. Bring him your heart of the muse (the prize for clearing the Solosseum's Rank A), and he'll teach you formula 127. Bring him the cad's clasp, which is dropped by your target in bounty hunt 122 (part of the task tree that begins with Task 131) and he'll teach you formula 130 as well.



Demon's Ax Ingredients

ITEM	HOW TO ACQUIRE
Grand Ax (x1)	Can be purchased in Perdida
Black Wings (x2)	Drop/Steal from Relixx in Spring Realm, Drop/Steal from Eggyptian in Spring Realm, Drop/Steal from Sharp-hooter in Ivory Tower
Tachestone (x3)	Drop/Steal from Puss in Boats in sea outside of Spring Realm, Drop/Steal from Burly Hurly in Billy Goat Bluff, Drop/Steal from Tokotocold in Ivory Tower, Drop/Steal from Honky-tonker in Ivory Tower, Drop/Steal from Bone Brigadier in Nevermore

War God's Ax Ingredients

ITEM	HOW TO ACQUIRE
Demon's Ax (x1)	You just made this!
Kaleidostones (x5)	Rare drop from golden tokotocold in the Ivory Tower, rare drop from golden gobfather in the Miasma Marshes, rare drop/steal from golden bedraggle in the Glittering Grotto.
Scrolls of Truth (x5)	Rare drop from golden hog-goblin in the Miasma Marshes, steal from golden honky-tonker on the Tombstone Trail, rare drop from golden toko in the Vault of Tears, rare drop from golden dragamuffin in the Glittering Grotto

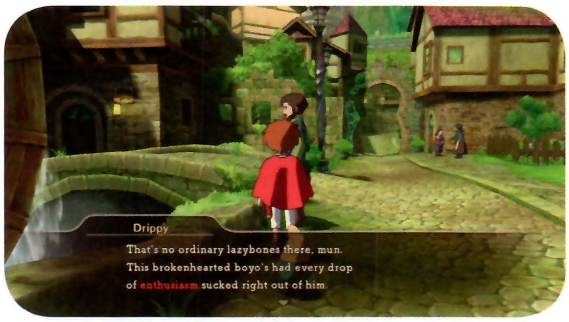
Task 079—Notes from the Hills

Unlock:
Chapter 1—After defeating Hickory Dock in Ding Dong Well

Prerequisite:
None

Reward:
Giant's tooth and 50G

A well-dressed gentleman outside of the Cat's Cradle inn has dropped his diary...somewhere. You can find them out on the world map; head northwest from Ding Dong Dell, towards the backwards-L-shaped river. There's a small island with two trees at the corner of the L, and you can find the pages by searching between the trees.





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Task 080—Notes from a Volcano

Unlock:
Chapter 2—After defeating Moltaan at Old Smoky

Prerequisite:
Errand 79

Reward:
Hallowed habit and 200G

The gentleman who lost his diary outside of Ding Dong Dell has made his way to Al Mamoon, and is now hanging out south of the cow fountain in the western part of town. He's lost his diary again, on the overworld path that leads to Old Smoky. You can find them by searching the large tree west of the second wide crack in the trail, southeast of the first river of magma.





Task 081—Notes from an Island

Unlock:
Chapter 3—After leaving Teeheeti

Prerequisite:
Task 080

Reward:
Fine frock and 700G

Figuring out what's going on here should only require a single quick glance at the man standing by a tree near the path to the Fairy Godmother. Yep, it's that guy, and yes, he's lost his diary once again. Fortunately, it's right here on Teeheeti. Make your way back to the beach, and then follow the beach up the island's western coast. When you see a waterfall that flows into the sea, step under it to reach a cave full of blue crabs. The piece of driftwood he spoke of is in the northeast region of the cave, near the red treasure chest. Search in that area to find his diary, and bring it back to claim your reward.





Task 082—Notes from the Tracks

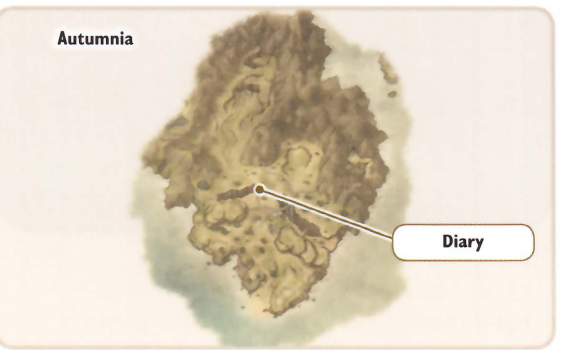
Unlock:
Chapter 4—Upon returning to present time

Prerequisite:
Task 081

Reward:
Gaudy claws and 1,000G

That guy who keeps losing his diary has—gasp!—lost his diary again. You'll find him in Hamelin, standing against a light pole in the northern part of town. This time, he claims to have lost his diary on the train tracks near a mine shaft. There are a few different possibilities, but the correct one is the short run of track that heads into a cave in the chasm southwest of Hamelin. Search just outside of the tunnel to find the diary, and return them for the usual generous reward.





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Task 083—Notes from the Snow

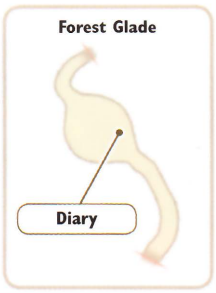
Unlock:
Chapter 5—After defeating Cerboreas in the Glittering Grotto

Prerequisite:
Task 082

Reward:
Dress armor and 2,000G

Surprising no one, the guy who loses his diary everywhere has made it to Yule and...lost his diary on the way! You'll find the man just outside of the large igloo in the northeast part of town, and the diary is in a forest glade west of Yule. Walk east over the frozen river and stay on the south side of the mountain range, walking south around the cliff wall to reach the forest on the higher plateau near the coast. In its center, you'll find a hidden forest glade, and to get the traveler's diary du jour, just talk to the woman in the woods. Return to your client to deliver the diary and collect your reward.





Task 084—Notes from the Fog

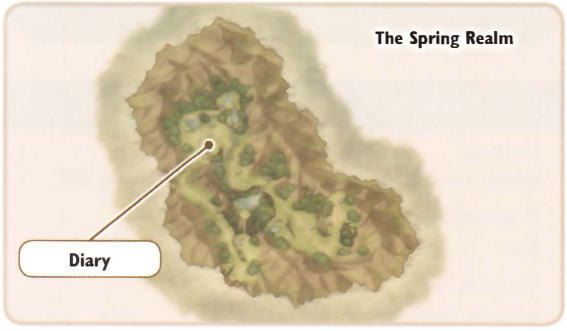
Unlock:
Chapter 7—After revealing the Ivory Tower

Prerequisite:
Task 083

Reward:
Diva's mantle and 3,000G

The guy who always loses his travel diary has appeared at the bridge over the bay in Castaway Cove, where he's singing a familiar tune. This time, he's lost his diary in the Spring Realm, by the pedestal in the northwest part of the island, near the geoglyph that looks like a skull. Travel to Ara Memoriae and walk north along the dirt path until you see the skull sketched into the road. Search a round white stone just to the east of it to find the diary.



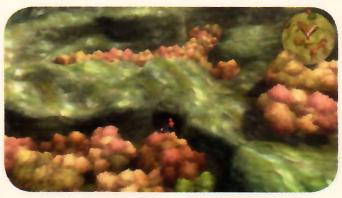


Task 085—Notes from the Center

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Task 084

Reward:
Angel's wings and 5,000G



The guy who always loses his diary has lost his diary once again! You'll meet him near the entrance to Ding Dong Dell, just outside of the Cat's Cradle inn. This time, he lost it someplace that even you've never visited—because it never existed before you completed the main story. To find it, walk south from Ding Dong Dell until you hit the mountains that form the southern border of the area. Follow the mountains east, and when you see a grove of autumn-colored trees (the grove that's east of the Golden Grove), you'll notice a cave cut into the mountains at its southern tip. Pass through the cave and follow a hidden mountain valley into the Southern Summerlands. At the center of the woods at its southern tip, you'll find a new hidden forest glade. Walk a short distance north from the entrance to find a large red mushroom, and search around there to find the missing diary. While you're here, you may want to speak to the rabbit-headed man to sign up for Task 131. Return to Ding Dong Dell to report to your hapless adventurer friend, and in addition to a generous assortment of rewards, he'll throw in two new formulae. Not bad for a few minutes of work!





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Bounty Hunts

Task 086—Vegetable Thief

Unlock:
Chapter 1—During first visit to Ding Dong Dell

Prerequisite:
None

Reward:
Well-worn sword and 50G

Your target in the game's first bounty hunt is the gruffian near the beach southeast of Ding Dong Dell. Even early in the game with just one familiar, this battle is quite winnable, provided you have full MP when you reach it. Have your mite use Cut Loose right off the bat, then pick off the gruffian's ruff companions. Save the rest of your MP for healing as you trade blows with the vicious but not particularly hardy gruffian.



Task 087—Travelers' Torment

Unlock:
Chapter 1—After defeating Hickory Dock in Ding Dong Well

Prerequisite:
None

Reward:
Salted ice cream and 80G

To find this bounty hunt's target, head due west from Ding Dong Dell to a bluff with a giant skeletal rib cage near the river. It's best to start the battle against the grumpeafowl and its sleepeafowl friends with your mite's Cut Loose attack, which will help you even the odds.



Task 088—A Precious Root

Unlock:
Chapter 2—After Esther and Rashaad join your party

Prerequisite:
Task 003

Reward:
Bars of milk chocolate x5 and 200G



Note
See Task 048 for details on how to unlock this bounty hunt.

Your lumberwood target in this task is found just west of the entrance to the Golden Grove, on the ridge by the twinkling forage point. It fights alone, so you can beat it easily by having your thumbelemur Go Wild! or by repeatedly casting the Pulse spell. Once defeated, it drops the turmeric root needed for Task 048.



Task 089—A Duel in the Desert

Unlock:
Chapter 2—After Esther and Rashaad join your party

Prerequisite:
Task 046

Reward:
Shinbone shield and 200G

The bone brigadier can be found wandering in the valley just west of the Temple of Trials. Your target and its lower-level comrades are resistant to physical attacks but can be damaged with spells or elemental-type attacks, particularly your drongo's Thunderspark trick.



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Task 090—Babana Thief

Unlock:
Chapter 2—After completing Temple of Trials

Prerequisite:
None

Reward:
Flame robes and 300G

An adamantiger prowls the eastern rim of the desert outside of Al Mamoon and is much tougher than your previous bounty hunt targets. But since it fights alone, if you reach it with a full supply of MP you can beat it easily by having Oliver run away and repeatedly cast the Pulse spell to both deal damage and keep the adamantiger off-balance and unable to retaliate.



Task 091—Merchant's Menace

Unlock:
Chapter 2—After defeating Moltaan at Old Smoky

Prerequisite:
None

Reward:
Fishburgers x4 and 400G

This battle is quite a bit tougher than Task 092; it's best to have a team that's at or near level 20 before you take it on. Travel north from Castaway Cove to what appears on your map to be a thin bridge to the neighboring landmass. That bridge doesn't exist yet, but you can make one with the Bridge spell. Cross it and travel a short distance to the southwest to where the gobfather you're hunting is wandering around a swampy field. The gobfather has two minions, and your first priority is to even the odds by blasting one of the enemies out of the battlefield with a flurry of spells. Once it's two-on-two, you'll have a lot more time for healing as you whittle down the remaining two.



Task 092—Magmadness

Unlock:
Chapter 2—After defeating Moltaan at Old Smoky

Prerequisite:
None

Reward:
Fire seal and 600G

Your target in this bounty hunt is an original boss-type enemy, not a standard creature. You can find her in the southern part of Old Smoky by heading due north from the area entrance, towards the clearing with the broken robot. The magmoiselle is a powerful and resilient foe, but she's slow and relies primarily on physical attacks. Your best bet is to alternate between your drongo and Oliver, and have them cast Frostbite or Bubble Bath over their shoulders as they continuously run away. The magmoiselle does have an extremely powerful long-range fireball attack, so be ready to defend against it or just keep your HP high enough that it's survivable.





301	MAGMOISELLE		
SIGN	HP	WEAKNESS	RESISTS
	496	Water	Fire

Task 093—A Greedy Pirate Gang

Unlock:
Chapter 3—Upon arriving at Castaway Cove

Prerequisite:
None

Reward:
Poison Pinch gem and 600G

Sail southeast from Castaway Cove to the small, round island that contains nothing but a small patch of woods. There you'll face a deadly team of purrloiner, cutpurrse, and puss in boats creatures. All three are weak to water, so have a familiar like your drongo pick off the weaker purrloiner with water tricks while other familiars try to stick some status conditions like blindness or confusion on the powerful puss in boats. Once you've defeated the first foe, your team should be able to overwhelm the remaining two.



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Task 094—A Starving Sea Monster

Unlock:
Chapter 3—Upon arriving at Castaway Cove

Prerequisite:
None

Reward:
Whalefish tusk and 800G

Your target in this bounty hunt is a giant whale called a hubber blubber that's constantly circling Friday Island in the archipelago east of Castaway Cove. Chase it down in the *Sea Cow*, and then send a tough familiar or two to serve as a distraction while more elemental trick performing familiars like your drongo blast it with Thunderstorm, Thunderspark, or other storm-type attacks.





305	HUBBER BLUBBER		
SIGN	HP	WEAKNESS	RESISTS
	834	Storm	Water

Task 095—Researchers' Ruin

Unlock:
Chapter 3—Upon arriving at Castaway Cove

Prerequisite:
None

Reward:
Sacred dagger and 800G

Moor your ship at the beach in the southeast region of the South Summerlands, just northeast of Castaway Cove. As you attempt to enter this new region of the continent, known as the Shipwreck Shore, you'll find the main path from the beach to the grassy interior is blocked by your target. The collum is heavily resistant to physical attacks, and attacking at close range is pretty much suicide anyway. Use familiars that have storm-type attacks and have them pelt the collum from afar while a resilient familiar like the hurly takes one for the team by soaking up its hits.







317	COLLUM		
SIGN	HP	WEAKNESS	RESISTS
	825	Storm	Physical

Task 096—A Ghostly Machine

Unlock:
Chapter 4—Upon arrival at Hamelin

Prerequisite:
None

Reward:
Thunderspark gem and 900G

Your quarry in this bounty hunt has parked itself on the center of the bridge that spans the chasm south of Hamelin. The enemy lineup consists of a high-level steam-man with around 600 HP and a pair of clinketyclanks that aren't much tougher than the ones that appear in the wilds of this area. Quickly pick off the weaker clinketyclanks before blasting the steam-man with storm-type spells for an easy win.



Task 097—Cliff-Top Chaos

Unlock:
Chapter 4—Upon arrival at Hamelin

Prerequisite:
None

Reward:
Lightning bolt and 1,000G

Your target for this task is the giant white-and-blue creature wandering around the southeastern tip of the Autumnia continent. It fights alone, but you'll have a whopping 1,278 hit points to burn through. And burning through them is a fine way to proceed; fire spells and tricks work well here. But the quickest and safest way to beat the fluvius maximus is probably just to have a quick battler like your thumbelemur boost its strength with tricks (or a command like Psyche Up) and repeatedly pummel the foe.





325	FLUVIUS MAXIMUS		
SIGN	HP	WEAKNESS	RESISTS
	1,276	Fire	Water

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Task 098—Causing a Stink

Unlock:
Chapter 4—Upon returning to present time

Prerequisite:
None

Reward:
Poisoner's horn and 1,200G

From Hamelin, travel west to the Ghostly Gorge, then travel north along the mountain range on the east side of the valley; the purple creature at the tip of that easternmost ridge is your target. Its attacks inflict random status conditions on your team, but if you're using a storm-type spell-caster to do the brunt of the work, you don't need to worry about that so much. Just send a pair of melee fighters to keep the fug busy while your best storm-user blasts it from afar.





309	FUG		
SIGN	HP	WEAKNESS	RESISTS
	1,324	Storm	Water

Task 099—Magmadder than Ever

Unlock:
Chapter 4—Upon returning to present time

Prerequisite:
Task 092

Reward:
Firewall gem and 1,500G

To find your quarry in this bounty hunt, use the Travel spell to warp to Old Smoky and walk halfway up the mountain, to a point near the second waypoint (which you can use to heal up if you took any hits on the way). Your target is a magmadame, a faster and deadlier version of the magmoiselle you battled here previously. The magmadame's deadliest attacks are fire-based, so if you have battle-ready, fire-resistant familiars like the hurly, sunshine, ruff, small fry, turbandit, purrloiner, wisp, or sprog cog (or their metamorphosed forms), they'll be especially effective here. Spell-casters are particularly good as well (especially water-type ones, of course), as they allow you to fan out your troops so the magmadame can't hit multiple ones with her Hot Huff trick.



302	MAGMADAME		
SIGN	HP	WEAKNESS	RESISTS
	1,732	Water	Fire

Task 100—Shell on Earth

Unlock:
Chapter 4—Upon returning to present time

Prerequisite:
None

Reward:
Cappuccinos x3 and 1,500G

Land at the beach on the western coast of the Summerlands, near Skull Mountain. Travel east from the landing, then use a rock bridge to cross the river to the north. Follow the river northwest, and you'll soon spot the giant turtle that's the target of this bounty hunt. As you might expect from its appearance, your foe is a hardy creature, with unusually high levels of both defense and magic defense. Attack buffs like your mite's War Cry trick and magic attack buffs like Esther's Cheer song will help your attackers pierce the shellraiser's shell and get in some actual damage.



329	SHELLRAISER		
SIGN	HP	WEAKNESS	RESISTS
	1,680	—	Water

Task 101—Splash Damage

Unlock:
Chapter 4—Upon returning to present time

Prerequisite:
None

Reward:
Noble attire and 1,500G

Your quarry in this hunt is the giant whale that's circling Russet Isle, the small but wide island west of the Summerlands, and just southwest of the beach where you dock for Skull Mountain. As with all of the whales you've fought previously, a few good storm-type trick performing familiars are all you need to blast this guy out of the sea. Keep the rest of your team focused on aggressive melee strikes so they can cancel the foe's Waterspout trick if he ever pauses to use it.





306	BLUBBER BUBBLER		
SIGN	HP	WEAKNESS	RESISTS
	1,732	Storm	Water

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Task 102—Fiery Giant

Unlock:
Chapter 4—Upon returning to present time

Prerequisite:
None

Reward:
Pure steel armor and 1,500G

To unlock this task, you first need to have found at least four courage heart pieces. Once you've signed up, use the Travel spell to teleport to Old Smoky, but this time leave the area and return to the world map; your target is actually hanging around on the trail that leads to the volcano. As in the magmadame battle, casters of water-type spells work great here, but you'll want at least one character providing healing to anyone who gets wounded. The ogrrr's Rockfall move can kill a character out of nowhere if their HP is allowed to fall too far.





324	FIRE OGRRR			
SIGN	HP	WEAKNESS	RESISTS
	1,780	Water	Fire

Task 103—Bewitched by a Beast

Unlock:
Chapter 5—After acquiring Kublai's map

Prerequisite:
None

Reward:
Mystic robes and 1,500G

Your target in this bounty hunt is a dualynx in the northern part of the Autumnia continent, at the end of the long path that begins on the continent's northwest beach. (If you've made it to Perdida, it's a quick dragon hop northwest of the city.) The dualynx is backed up by a trio of auroralynxes, so begin this fight by using powerful area-effect spells and tricks to maximize your damage potential, and then pick off the auroralynxes before they can erase your damage with healing spells. The dualynx has no particular weaknesses, but the auroralynxes are weak to dark-type tricks, which certain familiars may be able to take advantage of.



Task 104—Catch the Fleeing Fiend

Unlock:
Chapter 5—After acquiring Kublai's map

Prerequisite:
None

Reward:
Stout armor and 2,000G

Your target for this bounty hunt is in the Barrens, a coastal chunk of the Summerlands that's south of the Skull Mountain area and accessible only by dragon. There, by the river to the east, you'll see a giant tempestus majora. It has a ton of hit points for you to chew through, but it isn't a particularly aggressive foe. Use fire-type spells and attacks and make sure to keep your party's HP up so you'll always have the numerical advantage.





326	TEMPESTUS MAJORA			
SIGN	HP	WEAKNESS	RESISTS
	2,520	Fire	Water

Task 105—An Island in Crisis

Unlock:
Chapter 5—After acquiring Kublai's map

Prerequisite:
None

Reward:
Medal of dexterity and 2,000G

Your target in this task, a dusty fug, is on the small island west of Swan Island (which is north of Ding Dong Dell and northwest of Hamelin). This creature has a strong affinity for poison, so your poison-resistant mite and hurly familiars will be quite strong here, as will any automata or vermes familiars you may have in battle-ready condition. But while your poison-resistant familiars will make good distractions, it's your storm-type trick performer that will win the day. Field at least two so you can rotate between them, and use magical attack–boosting tricks or songs to make sure their hits hurt.





310	DUSTY FUG			
SIGN	HP	WEAKNESS	RESISTS
	2,660	Storm	Water

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Task 106—Sleighbell Hell

Unlock:
Chapter 5—Upon arrival at Yule

Prerequisite:
None

Reward:
Snowball gem and 1,500G

Your target in this bounty hunt is in the western region of the largest island on the Sleighbell Isles, which are just northeast of the Winter Wonderlands. The battle consists of high-level sasquish, sasquash, and papa sasquash foes. All three are capable of using moves like Earsplitter that deal damage over a wide area, and if multiple foes do so in rapid succession, you'll be toast. Kill the weakest target (the sasquish) immediately with fire spells like Hot Huff or Slash 'n' Burn, and then work your way up to the harder targets.



Task 107—Icy Giant

Unlock:
Chapter 6—After empowering the Mornstar wand

Prerequisite:
None

Reward:
Bubble Bath gem and 2,500G

To find your target in this task, teleport or fly to Yule and travel northwest to the frozen lake; you can't miss the giant ice ogrrr plodding across its surface. The ice ogrrr is a physically powerful foe who will attempt to raise his strength with the War Cry trick until he's able to deal fatal damage with his attacks. Use quick fighters to keep him off balance and cancel his tricks, while fire-based trick performers blast him from afar.





323	ICE OGRRR		
SIGN	HP	WEAKNESS	RESISTS
	2,820	Fire	Water

Task 108—A Kingdom on the Brink

Unlock:
Chapter 6—After empowering the Mornstar wand

Prerequisite:
None

Reward:
Fiend's fang and 2,500G

From Ding Dong Dell, fly west over the river chasm to the valley that runs along the continent's mountainous western rim. You'll find your target in the far west, roaming near the patch of forest that contains a hidden area. Like all shells, this foe boasts high defense and magical defense scores and no particular elemental weaknesses. Use tricks and spells to boost your attacks, or to lower its defensive abilities so that your standard attacks will still do reasonable amounts of damage. It may take a while to bring the shellfire down, but it isn't a very aggressive foe, so you can afford to take your time.





330	SHELLFIRE		
SIGN	HP	WEAKNESS	RESISTS
	2,680	—	Fire

Task 109—Magmageddon

Unlock:
Chapter 6—After empowering the Mornstar wand

Prerequisite:
Task 099

Reward:
Heat Ray gem and 2,500G

This foe appears in the boss area at the top of Old Smoky, so you have a bit of a walk ahead of you. (Remember that you can always use the Veil spell to avoid unwanted battles.) Like all magma-series characters, the magmadonna uses fire-type attacks and is vulnerable to water-type attacks. Its own attacks are extremely dangerous, so keep your HP up and be ready to order a quick all-out defense when you see the magmadonna performing Palava. Oliver can join in your water-type offensive by casting Unleash and selecting Howling Blizzard, but you'll do more damage at a lower MP cost with an elemental trick performing familiar using Waterspout.



303	MAGMADONNA		
SIGN	HP	WEAKNESS	RESISTS
	3,060	Water	Fire

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Task 110—Vicious Venom

Unlock:
Chapter 7—After revealing the Ivory Tower

Prerequisite:
None

Reward:
Darkness Beckons gem and 3,000G

The target of this bounty hunt can be found at the southern tip of the Spindle, the island east of Hamelin. Your foe knows powerful dark-type tricks, and while he rarely performs them, it's a good idea to have a team of fighters keeping him off balance while a storm-type trick performer dishes out the real damage from afar.





311	SMOGGY FUG		
SIGN	HP	WEAKNESS	RESISTS
	4,030	Storm	Fire

Task 111—Save the Researchers

Unlock:
Chapter 7—After revealing the Ivory Tower

Prerequisite:
None

Reward:
Cat king's claws and 3,000G

Your target for this bounty hunt is standing right in front of the bridge to Ara Memoriae, so either Travel there or have Tengri drop you off at the nearby geoglyph. For a collum, your foe is pretty spry, charging around the battlefield and using long-range attacks to foil your spell casters. But while it puts up a good fight, all you need to do to win is field a good spell-caster or two to quickly punch through its HP with storm-type spells.





318	DORIC COLLUM		
SIGN	HP	WEAKNESS	RESISTS
	3,470	Storm	Physical

Task 112—Terror on the Tundra

Unlock:
Chapter 7—After revealing the Ivory Tower

Prerequisite:
None

Reward:
Earsplitter gem and 3,000G

The target for this bounty hunt is on Scrooge Island, the southern island in the chain of islands southwest of the Winter Wonderlands. If you still have those blazing blades in your inventory, now would be a good time to dig them out; an onslaught of flame-type attacks will both exploit your foe's vulnerability to fire and hopefully cancel some of its damaging water-type tricks. If you find its tricks are taking a toll, you may want to boost your team's magical defense with Oliver's Ward spell.





318	CELESTIUS PRIMUS		
SIGN	HP	WEAKNESS	RESISTS
	4,460	Fire	Storm

Task 113—King of the Deep

Unlock:
Chapter 7—After completing the main story

Prerequisite:
None

Reward:
Dragon king's claws and 4,000G

Your target for this bounty hunt is swimming in the bay of the Hermit's Shell. Since it's too far out to reach by land, you'll need to sail to the bay from Castaway Cove to start the battle. As with most of the whales you've fought before, you can make fairly short work of this guy with storm-type spells. But watch out for its powerful Water Cannon, which can do several hundred points of damage. To avoid any fatalities, you'll want to keep everyone's HP close to max throughout the fight.





307	PRINCE OF WHALES		
SIGN	HP	WEAKNESS	RESISTS
	6,070	Storm	Water

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Task 114—Shellshocked!

Unlock:
Chapter 7—After completing the main story

Prerequisite:
None

Reward:
Light Relief gem and 4,000G

Your target in this bounty hunt is on the trail leading to the hidden mine just east of Hamelin, so you'll need Tengri to fly you over to it. The shellshocker doesn't seem too tough, but it repeatedly uses ability-boosting tricks like War Cry and Bracer to make it both a threat and a defensive powerhouse. Get your physical hits in before it can buff its defense, then switch to elemental trick performing familiars to finish it off.





331	SHELLSHOCKER		
SIGN	HP	WEAKNESS	RESISTS
	5,140	—	Storm

Task 115—A Legend Appears

Unlock:
Chapter 7—After completing the main story

Prerequisite:
None

Reward:
Celestial sword and 4,000G

Your target in this bounty hunt is on tiny Solitary Isle, southwest of Teeheeti. With resistance to physical damage and over 8,000 HP, the ionic collum is a tough foe that certainly won't go down quickly. Use your best storm trick performing familiars, and since no one else will be able to make much in the way of meaningful offensive contributions, you may want to set your party members to focus on healing as you rotate through their storm-capable familiars.





320	IONIC COLLUM		
SIGN	HP	WEAKNESS	RESISTS
	8,045	Storm	Physical

Task 116—Wood You Believe It

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Task 131

Reward:
Harrowfang and 2,500G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of the game's first boss—Guardian of the Woods in the Deep Dark Wood. As before, you'll be rewarded with gold glims and a stun for successfully defending against its attacks.





336	FURY OF THE FOREST		
SIGN	HP	WEAKNESS	RESISTS
—	6,800	Water	Storm

Task 117—A Twist in the Tail

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Task 131

Reward:
Starspun tunic and 2,500G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Hickory Dock, the boss of Ding Dong Well. Its confusion effects are as dangerous as ever, so using confusion-resistant familiars or buckets of confuse-be-gone may be necessary. As before, you can get an easy stun when it fails with its Mousefire trick.





338	DICKORY DOCK		
SIGN	HP	WEAKNESS	RESISTS
—	7,100	Fire	—

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Task 118—A Return to Arms

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Task 131

Reward:
Shiny shield and 2,750G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Gladiataur, the boss of Golden Grove. Try to attack it from behind and its sides in the first half of the battle, and then try to stay out of its way and pelt it with storm spells in the latter half.





340 BADIATAUR

SIGN	HP	WEAKNESS	RESISTS
—	7,300	Storm	—

Task 119—Back and Unabashed

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Task 131

Reward:
Sorcerer's soul and 3,000G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Bashura, the boss of the Temple of Trials. You'll find the sphere that will transport you to the battlefield behind Sage Solomon's throne. Attack Smashura head on and aggressively to try to cancel its attacks and knock loose gold glims.





343 SMASHURA

SIGN	HP	WEAKNESS	RESISTS
—	7,400	Water	Fire

Task 120—Ready to Blow

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Task 131

Reward:
Griffin's talons and 3,250G

This bounty hunt (which is available as part of task 131) features a rematch against an enhanced version of Moltaan, the boss of Old Smoky. Circle behind it and target its tail to get stuns and gold glims, while staying out of range of some of its area-effect attacks.





345 VULCAAN

SIGN	HP	WEAKNESS	RESISTS
—	7,500	Water	Fire

Task 121—Stomach Trouble

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Tasks 116–120

Reward:
Glorious lance and 3,500G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Royal Jelly, the boss of Mummy's Tummy in the Fairyground. Imperial Jelly's deadliest attacks are storm-type in nature, and you should have a wider selection of storm-resistant familiars and armaments than you had the first time you fought it. Be ready with area-attack fire spells to wipe out its Jelly Teens when it spawns them in the latter half of the fight.





350 IMPERIAL JELLY

SIGN	HP	WEAKNESS	RESISTS
—	8,000	Fire	Water



351 JELLY TEEN

SIGN	HP	WEAKNESS	RESISTS
—	2,600	Fire	Water

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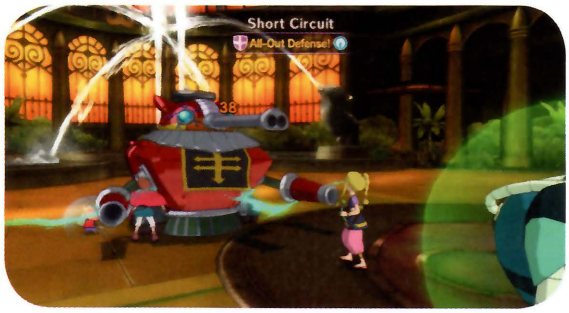
Task 122—Whole Hog

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Tasks 116–120

Reward:
Knight's armor and 3,750G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Porco Grosso in Hamelin Palace. As when you fought it earlier, your offense should focus on storm-type spells that both deal extra damage and can cause stuns. But be ready to cancel out of whatever you're doing to defend against its Gammon Cannon. This foe always drops an important item known as the cad's clasp when defeated; show it to the old man in the mountain cave west of the Vault of Tears (the one who's your client in Task 078) and he'll teach you a formula that uses it.





353	PORCO ROSSO		
SIGN	HP	WEAKNESS	RESISTS
—	8,000	Storm	Physical

Task 123—Losing Your Wick

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Tasks 116–120

Reward:
Diva's mantle and 4,000G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Candelabracadabra, the boss of the Tombstone Trail. You can now exploit its weakness with more powerful light-type spells, but the long casting time of spells like Mornstar could allow Candelabracadaver to interfere with your casting, so Arrow of Light is still the safest choice.





355	CANDELABRACADAVER			
SIGN	HP	WEAKNESS	RESISTS	
—	8,000	Light	Fire	Dark

Task 124—Breathing Fire Again

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Tasks 116–120

Reward:
Ogre king's ax and 4,250G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Red Dragon, the boss you fought at Skull Mountain. Bring a varied team of familiars so you can focus your offense on physical attacks while the Golden Dragon is protected by its magic defense–boosting Dragon Scales trick, and then switch to water- and storm-type spell-casters when the effect ends.





357	GOLDEN DRAGON			
SIGN	HP	WEAKNESS		RESISTS
—	8,800	Water	Storm	Fire

Task 125—Shedding A Skin

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Tasks 116–120

Reward:
Sorceress's robes and 4,500G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Aapep, the boss of the Vault of Tears. Exploit its weakness to light-type attacks with your Mornstar spell, saving your Burden spell (which will only work a few times) for when you need a respite from its attacks or are in a good position to capitalize on a gold glim.





360	MEHEN			
SIGN	HP	WEAKNESS		RESISTS
—	8,400	Fire	Light	Storm

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Task 126—Walking the Plank

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Tasks 116–120

Reward:
Nix gnashers and 4,750G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Cap'n Crossbones. His ghost ship is long gone, and he's now stranded on Broken Crown island, northeast of Autumnia. Commodore Crossbones primarily attacks a single character, so you can always take control of that character and have him or her defend until the boss looks elsewhere. When Crossbones is not targeting Oliver, he can exploit its light-type weakness with the Mornstar spell.





363	COMMODORE CROSSBONES			
SIGN	HP	WEAKNESS		RESISTS
—	8,500	Fire	Light	Dark

Task 127—A Loyal Howl

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Tasks 116–120

Reward:
Dragon king's claws and 5,000G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Cerboreas, the boss of the Glittering Grove. Its water-type breath attack is powerful and too quick to defend against, so it's important to use familiars who are not weak to water (and, ideally, are resistant to it). You can also boost the party's toughness with Oliver's Ward spell while retaliating with fire-type spells.





365	CERBOREALIS			
SIGN	HP	WEAKNESS		RESISTS
—	8,600	Fire		Water

Task 128—Heart of Darkness

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Tasks 116–120

Reward:
Enigma armor and 5,500G

This bounty hunt (which is available as part of task 131) features a rematch against an enhanced version of Vileheart, the boss of the Miasma Marshes. It's as powerful as ever, so you'll want to field high-defense familiars that can stay alive while Oliver exploits its weakness to light-type spells. Never miss an opportunity to defend against the Viledriver trick, as doing so will stun Bileheart and may produce a gold glim.





370	BILEHEART			
SIGN	HP	WEAKNESS		RESISTS
—	8,700	Light		Dark

Task 129—Reckless Soldier

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Tasks 121–128

Reward:
Celestial sword and 6,000G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Eternal Knight, the boss of Nevermore. Attack Knight Terror from its rear and right side, away from its damage-reducing shield, and fight very conservatively in hopes of defending against its powerful attacks and stunning it in the process.





372	KNIGHT TERROR			
SIGN	HP	WEAKNESS		RESISTS
—	9,200	Light		Dark

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Task 130—Loyal Queen

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Task 129

Reward:
Star eater's fang and 7,000G

This bounty hunt (which is available as part of Task 131) features a rematch against an enhanced version of Zodiarch, the boss of the Ivory Tower. You can find the sphere that triggers this fight at Ara Memoriae; the Ivory Tower still hosts the original Zodiarch, and beating that version won't complete this task. As before, it's important to prioritize destroying the Zodiarchangel's Dominions with area-effect spells, while standing ever ready to defend against its powerful Chaos move



383	ZODIARCHANGEL			
	SIGN	HP	WEAKNESS	RESISTS
	—	9,300	—	—

384	DOMINION			
	SIGN	HP	WEAKNESS	RESISTS
	—	1,900	—	—

Task 131—The Conductor

Unlock:
Chapter 7—After completing the main story

Prerequisite:
Task 085

Reward:
Philmobile key



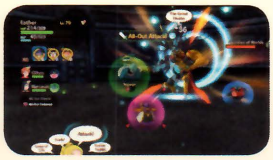
Task 131 is a blanket task that includes tasks 116–130. It stands as the post-game's most substantial challenge. To trigger it, you have to complete Task 085, which introduces you to the new hidden area in which the task is set, and to its unusual client. Your client will unlock new bounty hunts in batches, starting with Tasks 116–120. Clear them all, and then return to him to unlock Tasks 121–128. After finishing those, speak to the client to unlock Task 129. After you complete that, check in again to unlock and clear Task 130. Finally, your client points the way to a new boss known as The Guardian of Worlds, the game's ultimate challenge. You'll probably want to be at least level 70 or so before you face him.

The Guardian's Overload move deals confusion-inflicting storm-type damage to the area surrounding it; have your active character stay out of its range and order an all-out defense for your comrades while you blast the boss with your mightiest spells. The Guardian's

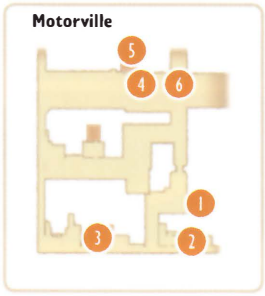
Task 131 (continued)

Great Divider is a powerful move that fires in a long straight line and must be blocked by whomever the Guardian seems to be targeting. Canceling this move with a physical attack is the only way to stun the Guardian. If possible, take control of the character the Guardian is targeting so you can defend with that character without having to order an all-out defense that will prevent your teammates from potentially canceling the spell. Generally, you want to control Oliver, keeping him well out of Overload range so he can attack with his most powerful move. Have your team defend until the boss executes his attacks, unless you're sure they're in a safe position to target him while he's performing them Then, after the attack, order an all-out attack until the boss begins absorbing energy to perform again.





After you defeat the Guardian, the task continues. Note that it's possible to return to the area where you fought the boss and challenge him as often as you like. (If you do, you'll face a much more difficult version of him.) Speak to your client again, then follow him to Motorville. Follow him around the city, speaking to him near Philip's garage, then near Myrtle's house, then near Rusty's workshop, then outside of Leila's Milk Bar, then inside of Leila's Milk Bar, and then finally down the street to the east. When you finally catch him, he'll hand over the ultimate reward: the keys to the Philmobile, which you can drive to your heart's content on *Ni no Kuni's* world map.







385	THE GUARDIAN OF WORLDS (FIRST BATTLE)			
	SIGN	HP	WEAKNESS	RESISTS
	—	13,500	—	—

386	THE GUARDIAN OF WORLDS (SUBSEQUENT BATTLES)			
	SIGN	HP	WEAKNESS	RESISTS
	—	21,500	—	—



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Bonus Tasks

Task 132—Totally Tidy Tools

Unlock:
Chapter 7—After completing the main story

Prerequisite:
None

Reward:
Blossom of the bard, pretty parasol, and 10,000G

Your client for this task is the fairy Surly, who has set up shop on the deck of the Iron Wyvern. He wants you to return to the Fairyground to help him research some new weapon ideas. There are three ideas to find:

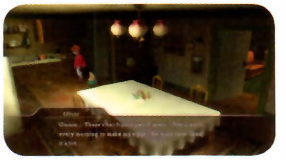
Talk to a burly fairy outside of the Cavity Club, who will give you the idea for a sloppy slapstick.

Talk to the Fairy Godmother on her platform north of the city, and she'll give you the idea for a lullaby lance.

Return to Mummy's Tummy (by heading east in the forest area south of the Fairy Godmother's platform) and examine the slide in the left-most room to get the idea for flawed claws.

When you return to Surly and tell him of your new ideas, he'll send you to find one more. You'll find it in Motorville, by searching for Mom's favorite pan near the stove in Oliver's kitchen. Report back to Surly, and in addition to his pile of rewards, Surly teaches you a new formula and puts all of the new weapons you inspired up for sale at the *Iron Wyvern* item shop.




Task 133—Scorching Songstress

Unlock:
Chapter 7—After completing the main story

Prerequisite:
None

Reward:
Glowstones x3 and 5,000G

This is a straightforward bounty hunt, in which your target is a magmadiva on the trail to Old Smoky. If you warp to the entrance to Old Smoky she should be just a few steps to the south. This bounty hunt is much easier than the ones that follow, with a foe that isn't particularly powerful and folds

Task 133 (continued)

quickly to water-type spells. But she does know several tricks that deal damage to the whole party, so play it safe and order an all-out defense at the first sign a trick is being performed.





304	MAGMADIVA		
SIGN	HP	WEAKNESS	RESISTS
	Unknown	Water	Fire

Task 134—Order of Illusion

Unlock:
Chapter 7—After completing the main story

Prerequisite:
None

Reward:
Nazcaän longsword, Nazcaän armor, Nazcaän helm, and 10,000G

To meet your client for this challenging task, have Tengri fly to the Ivory Tower, and then proceed north to the first waystone. There you'll see a group of armed men led by your client, a Nazcaän knight named Caph. He wants you to hunt down and destroy four magimechs that have been scattered throughout the world below. You've probably spotted all four of them already: They're the broken-down robots you saw in the Golden Grove, Old Smoky, the Tombstone Trail, and the Glittering Grotto. You can hunt them down in any order you like. When you find one, you'll have to defeat it in battle, but that shouldn't be too hard; like the ones in the Ivory Tower, they fight solo and can be brought down quickly with water-type spells. More specifically, their locations are as follows:

Enter the Golden Grove from the north and travel counter-clockwise around the east wall to reach the dead end with the magimech, which is just southeast of the entrance.

Head directly north from the entrance to Old Smoky, following the west wall, and you'll find the magimech in no time.

Travel halfway up the Tombstone Trail; the magimech is between the house and the waystone at the center of the map.

Make your way to the lower level of the Glittering Grotto, using the hidden passage along the east wall to save time. Where the path forks at the entrance to the lower floor, travel along the ice bridge to the northeast, and then turn north when you hit snow to find the magimech.

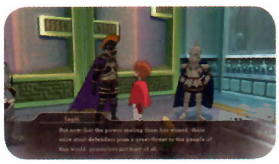
Return to Caph to report your victory. He'll be grateful, but the task isn't even close to over yet. Your next objective is to go to the Spring Realm and battle three magimech masters—

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Task 134 (continued)

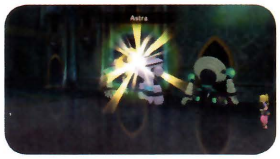
enhanced versions of the magimech that have no elemental weakness—which are roaming on the geoglyphs of the Spring Realm overworld. Have Tengri drop you at the southeast part of the island, so you can battle the magimech master near that position and the one along the trail to the northwest. The third is outside of Ara Memoriae, but first you can teleport to any town to heal up if you need to, and then teleport to Ara Memoriae in order to face it with full health.

Take advantage of the waystone in the Ivory Tower before you report your victory to Caph, because as soon as you tell him the news, you'll be in for the fight of your life. You have to battle one manic magimech and two magimech masters at once, and they are brutal in multiples. Assign both your comrades to focus on healing while Oliver does the dirty work, blasting the foes with Astra spells as he runs in circles so as not to be cornered by these deadly foes.









Task 135—Grave of the Sailors

Unlock:
Chapter 7—After completing the main story

Prerequisite:
None

Reward:
Evil eyes x3 and 5,000G

Your target in this bounty hunt is the lone shark that circles the Spindle, the island directly east of Autumnia. To reach it, sail from Hamelin and scan for a whale-like foe near the continent's eastern coast. Unlike most of your whale-like bounty hunt targets, the lone shark is weak to fire, not storm-type spells. Other than that, it behaves similarly, occasionally performing powerful single-target tricks like Wallop and Water Cannon that can deal near-fatal damage to even a character with full HP if you fail to defend in time.

It's weak to fire, which is rare.





308	LONE SHARK		
SIGN	HP	WEAKNESS	RESISTS
	Unknown	Fire	Physical

Task 136—Great-Great-Grandsage

Unlock:
Chapter 7—After completing the main story

Prerequisite:
None

Reward:
Mirror of truth and 10,000G

If you've completed all of Horace's past puzzles, visit him at the northern tip of Ara Memoriae, where he taught you the Astra spell, and speak to him with the Spirit Medium spell. As is his wont, Horace tells you a story and then asks a question. Get it right, and he'll float off to somewhere to prepare his next quiz. This time, you can follow him immediately, and you'll need to chase him to five different locations and answer five different questions to complete this task. Horace's questions are a bit easier this time around, mostly focusing on information you should remember from playing through the game, and while he won't tell you where he'll appear next, you can usually guess it from the topic of his previous conversation. The locations and answers are below, so don't read them if you don't want to be spoiled! Your reward for this long and challenging task is the formulae for Oliver, Esther, and Swaine's best weapons, and the only ingredient you need to alchemy up Oliver's Sky Tree Wand right now.

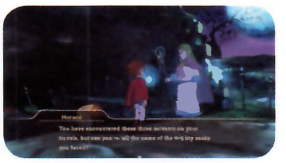
After you answer his question at Ara Memoriae ("Mornstar"), his next appearance is at the north end of the Tombstone Trail, at the crypt where you originally found Mornstar. The next question is about the King of Cobras, who is none other than "Aapep."

That is a pretty clear hint as to his next destination—the boss room in the Vault of Tears. There, he will ask you about a prophecy from the last page of *The Wizard's Companion*, and the answer to his question is "Pea."

Next he will talk about a cave that lets someone see into the past. Remember the flashback Oliver had in an icy cave? You should go to the upper level of the Glittering Grotto, south of the passage that leads to the lower floor. When you arrive, Horace's next question requires deciphering the word on Oliver's original stick wand. The answer to his question is "Bring Hope."

For his final quiz question, you'll need to meet him at the Council of Twelve meeting room at the end of the Ivory Tower. The final question is about the powerful book you've been using from the start of your journey, and the answer of course is "The Wizard's Companion."

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Task 137—Incredible Ulk

Unlock:
Chapter 7—After completing the main story

Prerequisite:
None

Reward:
Clump of troll's tears x3 and 5,000G

Your target in this bounty task is by the lake on the grassy ridge north of the Deep Dark Wood. This is an extremely tough foe that can use a variety of powerful physical attacks. Defense-boosting buffs like Esther's Refrain will help a lot, as will high-level familiars with physical resistances.





333	ULK		
SIGN	HP	WEAKNESS	RESISTS
	Unknown	—	—

Task 138—Warbird of Prey

Unlock:
Chapter 7—After completing the main story

Prerequisite:
None

Reward:
Pairs of angel's wings x3 and 5,000G

Your target in this bounty task is the giant purple bird flapping around on Swan Island, the largest island of the chain off the northeast coast of the Summerlands. This pesky foe has high defense and magical defense scores and a lot of HP, and will mess with your strategies by using Nix tricks and stealing your cash with the Pilfer trick. Use buffs like War Cry or Enlighten to boost your offensive abilities, so you can end the fight more quickly, and keep an eye on your delegated healer so you can have someone else fill in if he or she gets nixed.





334	WARBIRD		
SIGN	HP	WEAKNESS	RESISTS
	Unknown	—	—

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Solosseum and Casino

The Solosseum

At a certain point in the game, the Temple of Trials begins hosting combat tournaments in an arena known as the Solosseum. The Supreme Sage Solomon hosts the tournament and can even exchange rare tickets for familiars. However, if you want to compete, you must speak to Umbopa, Solomon's assistant. These tournaments are among the game's greatest challenges, and offer rare and exclusive items as rewards. There are six ranks in all, and each rank must be completed to unlock the next rank. (The highest rank—Rank S—also requires completion of the game.) Completed ranks can be replayed as often as you like, although the rewards are less impressive the second time around. The prizes are the only tangible rewards for the Solosseum battles—no experience points are awarded, no items are dropped, nothing can be stolen, and no familiars can be recruited here.





Strict rules make the Solosseum challenges a battle of endurance. You have to fight multiple rounds of foes, with no HP or MP recovery and no opportunity to heal between rounds (although unconscious characters will revive with 1 HP at the start of the next round). Item use is forbidden, so you have to parcel out your MP very carefully; as a general rule, you want to use the Tactics menu to forbid your comrades from using any MP-consuming abilities without your permission, or you'll find yourself out of MP for the final and hardest battle of each rank.



Solosseum Challenges

RANK	# OF ROUNDS	UNLOCK CONDITION	PRIZE (FIRST VICTORY)	PRIZE (SUBSEQUENT VICTORIES)
E	3	Complete Walkthrough Chapter 4	Dragon Tusk and 2,000G	Cheeseburgers x3
D	3	Beat Rank E	Hot-Blooded Badge and 5,000G	Sage's Secret
C	3	Beat Rank D	Dress Armor and 10,000G	Sprite Dew
B	3	Beat Rank C	Harrowfang and 15,000G	Tonic
A	4	Beat Rank B	Heart of the Muse and 20,000G	Nostrum
S	4	Beat Rank A and Complete Main Story	Mandragorer Ticket and 30,000G	Great Sage's Secret

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Rank E Strategies

With two-thirds of your foes being weak to fire, you should field familiars who know strong fire-type attacks (particularly area attacks, which will come in handy against the three bunchers) or at least wield weapons that deal fire-type damage. In the first round, have everyone target the ruff immediately; its Earsplitter trick makes it far and away the most dangerous foe on the battlefield. The second battle is the easiest, especially if you can exploit your foes' weakness to fire, but keep in mind that the creatures in the final round are far tougher than the ones in the first two, so try to leave one buncher alive and heal everyone up towards the end of round two. In the final round, the relatively low magical defense of the danglerfish, combined with its weakness to fire, makes it the most vulnerable enemy. Target it with your fire-type spells and tricks, and order your comrades to attack your target so you can pick it off early.


Round 1

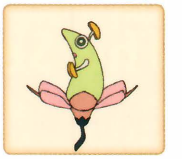

Round 2


Final Round

ROUND 1


021 RUFF


077 MINOR BYRDE


161 BUBBUD

ROUND 2


166 YELLOW BUNCHER


165 YELLOW BUNCHER


165 GREEN BUNCHER

ROUND 3


057 DANGLERFISH


041 INPHANT


225 DINOCEROS

Rank D Strategies

While it's generally best to save your MP for healing, casting a particularly effective offensive spell can save MP by reducing the need for healing later. Your foes in the first round are all weak to water and are weaker to magic than physical attacks, making them a prime target for an area-effect water spell. (If you have Oliver's Unleash spell, it may be worth the hefty MP cost to unleash Cerboreas's Howling Blizzard.) The fire-focused familiars you fielded in the Rank E battle will come in handy against your foes in the second round, but make sure to save most of your MP for the final battle. The shellraiser has a high physical defense score (which it can augment further), so attack it with spells (any type except water) if possible. If you don't have enough MP to pull that off, use what little MP you do have to either buff your fighters' attack scores or reduce the shellraiser's defense.


Round 1


Round 2


Final Round

ROUND 1


006 CUTPURRSE


005 PURRLOINER


005 PURRLOINER

ROUND 2


213 PLESSIE


065 SPLISHER


069 HOORAY

ROUND 3


329 SHELLRAISER

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Rank C Strategies

You won't find any teams that share a common vulnerability in this rank, and your early foes tend to be stronger against spells than they are against physical attacks. Have Oliver save his MP for the final round, and have your comrades spend their MP on healing or buffs instead of offensive spells. In the first round, it is tempting to try to exploit the mohawk's and spike tyke's elemental weaknesses and pick one off quickly, but it's actually the duncecap that should be your first target; otherwise, it will simply heal whatever damage you do to its companions. In the second round, have everyone target the sprout sprite and stay on it with aggressive physical attacks; you can't allow it to immobilize your team with its mass sleep trick and then heal its own team.

The beam-man foe in the final round is a powerful fighter that can perform Bolt from the Blue (defend if you can) and inflict the confusion ailment. Order an all-out attack and allow your allies to use their MP freely in hopes that they'll cast spells, while Oliver repeatedly targets it with the Pulse spell. Pulse won't hurt it much, since the beam-man is resistant to physical damage, but it will keep it off its feet and give it few opportunities to use its tricks.


Round 1


Round 2


Final Round

ROUND 1


082 MOHAWK


170 DUNCECAP


114 SPIKE TYKE

ROUND 2


250 SHARPER-PARPER


202 SPROUT SPRITE


194 SEA NAIAD

ROUND 3


148 BEAM-MAN

Rank B Strategies

The first round of this rank can be brutal, as all three of your foes are capable of performing elemental attacks Earsplitter to deal massive amounts of damage to your party. Sasquishes and sasquashes are vulnerable to the sleep ailment, so if one of your familiars can exploit that with a trick like Rock-a-Bye Baby, great. Otherwise, don't be shy about spending MP on powerful fire spells to end the battle quickly. Your foes in the second round inflict a lot of ailments, but the most dangerous ailment is the confusion caused by the sunshade. Order your allies to follow your lead as you aggressively pound the sunshade with attacks to head off its tricks. In the final round, soak out the weaker firefry with water-type spells so you can focus your attention on the deadlier magmadame. Exploit its vulnerability to water with water-type spells if you have the MP left to cast them, and make sure you're ever ready to order an all-out defense if it begins performing its mass-damage Palava trick. Defending Palava can earn you a gold glim that can be very valuable in this battle, especially if used by a familiar with a water-type miracle move.


Round 1


Round 2


Final Round

ROUND 1


053 SASQUISH


055 PAPA SASQUASH


056 MAMA SASQUASH

ROUND 2


258 SUNSHADE


259 STARSHADE


257 LIGHTSHADE

ROUND 3


302 MAGMADAME


127 FIREFLY

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Rank A Strategies

With four rounds and 12 foes in all, this rank will tax your endurance to the limit. At least the first round is relatively easy; your foes are weak to magic and vulnerable to storm, so the Thunderstorm spell will make short work of them. In the second round, the big daddy is both the deadliest and most vulnerable foe; blast it with single-target water tricks from your familiars while other familiars attack it directly, so it can't perform Bolt from the Blue effectively. Thunderstorm and other storm-type spells will be strong again in round 3, and should help soften up the smoggy fug and grimpaler. But don't waste too much MP here; this is one of the easier rounds, and you'll need a lot of MP to survive in the final round.

If you enter the final round with MP to spare, have Oliver cast Astra to deal heavy damage to the hoggle-boggle while weakening everyone else. But if you're short on MP, the more efficient way to approach this battle is to have everyone pile onto the honky-tonker, who is both a powerful fighter and capable of using a mass-confusion trick, while anyone with MP left handles healing duties.


Round 1


Round 3


Round 2


Final Round

ROUND 1


111
WHACKRABBOT


110
JACKRABBOT


109
RABBOT

ROUND 2


265
RELIXX


154
BIG DADDY


098
KNIGHTINGALE

ROUND 3


311
SMOGGY FUG


263
GRIMPALER


012
GOBFORSAKEN

FINAL ROUND


271
HOGGLE-BOGGLE


196
GREATER NAIAD


252
HONKY-TONKER

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Rank S Strategies

This is an extremely difficult series of battles, so prepare your team well in advance. Most of your foes are weak to water, so use familiars who can exploit that weakness, and make sure they're equipped with water-type tricks. Tricks and shots that inflict status conditions generally aren't very reliable, but you can up your odds of success by attempting to inflict ailments that your target is especially weak to. In the first round, your foes are weak to the nix condition, so any familiar with the Tricksy Nixy trick or Oliver's Cloudburst spell will have a great shot at sealing away the instantly lethal Darkness Beckons trick of the kill-o'-the-wisp and the wispula. You can also use confusion-inflicting effects, like Swaine's Scattershot, to try to turn round three's medixx and round four's gold mite against their comrades. Even with those foes being particularly vulnerable to confusion, it's still not a sure thing, but it makes a huge difference if you can pull it off.

The final round of this battle is all about the gold mite, who can deal devastating amounts of damage with its Cut Loose attack. Keep trying to get it confused, and then pound it with water-type spells. Order your party members to fight freely and attack your target in hopes of taking it out as quickly as possible. If you have the MP to spare, Thunderstorm is a great spell; it will do a little damage, but more importantly it will disrupt the golden trio, knock them to the ground, and even release several glims. In fact, if you have enough MP between Marcassin and Oliver, it is possible to juggle all of the creatures continually before they can pull off their tricks.


Round 1


Round 2


Round 3


Final Round

ROUND 1


287
BONE BRIGADIER


280
WISPULA


279
KILL-O'-THE-WISP

ROUND 2


132
DON KEY


088
CAPTAIN WHAMTASTIC

ROUND 3


315
MAGIMECH SENTRY


267
MEDIXX


099
PALADIN PARTRIDGE

FINAL ROUND


433
GOLDEN MITE


441
GOLDEN DRONGO


437
GOLDEN HURLY

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The Crypt Casino

After clearing the Tombstone Trail, you can return to visit the casino near its entrance whenever you're in the mood for a little R&R. The casino offers four games with a mixture of luck and skill, and—to tempt you to play them—a few rare items that can be purchased with buckets of casino chips. Players are free to play as much or as little of each game as they like; there is nothing at stake here beyond the chips and two trophies that are earned for redeeming chips for prizes.

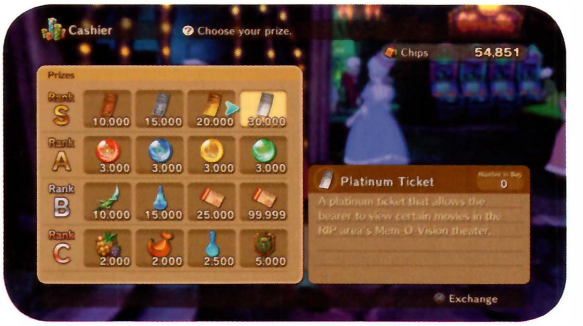


The casino sells chips for five guilders a piece, and once you've built up a few thousand chips, you can redeem them for one of 16 prizes. Only the first two tiers of prizes (Rank C and B) are initially available: The third tier, Rank A, unlocks after the first manna purification event. The fourth and final tier is Rank S, which unlocks only in the post-game, after the game's main story is completely finished. All the prizes in Rank S are tickets that allow you to watch the game's event scenes in the casino's post-game-only RIP room.





Beating the House: The most lucrative game in the casino is Platoon, but if all you care about is the prizes and trophies, you needn't play anything all. To earn both casino-related trophies, you need to redeem chips for the four Rank S prizes. But after you clear the main story, you may well have enough money on hand to flat-out buy them; they cost 75,000 worth of chips, which works out to 375,000 in guilders. You can even exit and reload your game once you've bought the prizes to keep the trophies and regain your cash.



Rank C Prizes

PRIZE	COST	DESCRIPTION
Crownberries	2,000 Chips	A rare ingredient for alchemy
Big Babana	2,000 Chips	A rare ingredient for alchemy
Sprite Dew	2,500 Chips	A provision that heals 200HP for each party member
Medal of Agility	5,000 Chips	An accessory that boosts movement speed

Rank B Prizes

PRIZE	COST	DESCRIPTION
Bluster Blade	10,000 Chips	A sword that deals storm-type damage
Great Sage's Secret	15,000 Chips	An armament that provides immunity to the nix ailment
Idler Ticket	25,000 Chips	A provision that fully restores a party member's HP and MP
Tin-Man Ticket	99,999 Chips	A ticket that can be redeemed for an idler familiar

Rank A Prizes

PRIZE	COST	DESCRIPTION
Jumbo Sundrop	3,000 Chips	Allows a sun-sign familiar to metamorphose into a final form
Jumbo Stardrop	3,000 Chips	Allows a star-sign familiar to metamorphose into a final form
Jumbo Moondrop	3,000 Chips	Allows a moon-sign familiar to metamorphose into a final form
Jumbo Planetdrop	3,000 Chips	Allows a planet-sign familiar to metamorphose into a final form

Rank S Prizes

PRIZE	COST	DESCRIPTION
Bronze Ticket	10,000 Chips	A ticket that allows you to view event scenes in the RIP room
Silver Ticket	15,000 Chips	A ticket that allows you to view event scenes in the RIP room
Golden Ticket	20,000 Chips	A ticket that allows you to view event scenes in the RIP room
Platinum Ticket	30,000 Chips	A ticket that allows you to view event scenes in the RIP room

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Slot Machines

There are a dozen slot machines in the casino, and while they play out like conventional one-armed bandits, they do offer two unique twists. First, the basics: You can stake between 10 and 90 chips on each pull, and your goal is to get three of a kind either horizontally or diagonally across the three reels. The payouts are written on the machine, but as you can see, they aren't very generous. (But you do get 50 chips, no matter what you wagered, for each 7 that you pull.)

The first twist involves something called the Mega Mode. Whenever you get a row of three, one of the ghostly wisps in the corner of the machine lights up (two light up if you hit three pumpkins), which fills the Chance Meter. When the meter is full and you pull off another row of three, you'll enter Mega Mode, where all of the payoffs are doubled. While in this mode you can't light the wisps, and one wisp blinks out with each pull, so unless you can use an item to extend it, Mega Mode will only last for seven pulls.



The second twist involves the aforementioned items. Every now and then, three treasure boxes appear at the bottom of the screen, and after your pull, one will open and an item comes out. Some items are bad—speeding up the reels, wiping out your chance meter, or stealing a few chips. But a few items have useful effects, and these go into a three-slot inventory to be used whenever you like. (To use an item, select it with L1 or R1 and press ■. These items can fill your chance meter or even slow down the reels, making it easier to hit the big payoffs like the triple 7. Certain items seem to be more common in certain slot machines, so try them out to find the one you like best.



Slot Machine Items

NAME	DESCRIPTION
Slow Reels	Slows down the rotation speed of the reels, making it easier to stop them at an advantageous position (use with ■).
Chance Up	The purple and blue version of this item lights three wisps on your chance meter; the rainbow-colored one fills it completely (use with ■).
Free Chips	You receive a bonus amount of chips equal to 5–10 times the amount you wagered (triggers automatically).
Speed Reels	Hastens the rotation speed of the reels, making it harder to stop them at an advantageous position (triggers automatically).
Chance Down	Ends bonus mode and extinguishes all wisps from your chance meter (triggers automatically).
Lose Chips	You lose an additional amount of chips equal to 1–5 times the amount you wagered (triggers automatically).

Blackjack

The blackjack table at the Tombstone Trail Casino plays a conventional game of 21 with no special twists. You're dealt two cards and can continue to have the dealer deal you additional cards (by selecting "hit") until you choose to stand. Your goal is to get as close to the number 21 as possible without going over, which will cause you to instantly lose. Face cards are worth 10 points, aces are worth 11, unless that would put you over 21, in which case they're worth 1. Every other card is worth its face value. You can bet 10, 50, or 100 chips on each hand, and you earn twice what you bet for a normal win and four times that amount for hitting a blackjack (21 points exactly).



Beating the House: Without some way to count cards, there's really no consistent way to overcome the traditional house advantage at blackjack. Just remember the fundamentals of the game: If your cards total 11 or less, hit. If they total 17 or higher, stand. If you're somewhere in the middle, take a look at the dealer's face up card, and only hit if it's a 7 or higher.

Platoon

Platoon is an original card game, and once you learn it, it's probably the easiest way to win big at the casino. The computer AI is pretty easy to beat, and you can go double-or-nothing every time you win (starting from an initial bet of 200 chips), which allows you to build up to much higher stakes than are offered by any of the other games. It's a fun game to play, and it isn't as complicated as it may sound.

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At the start of the game, you're dealt 10 cards, and you have to organize them into five platoons. Your foot soldiers are the number cards, and each has a strength corresponding to its number. (The jack and queen are also standard soldiers, with a strength of 10 each.) Fundamentally, battles are won based on the strength of the platoon; if your cards total 18, and the enemy's total 15, you win.

The king, bishop, and wizard are special cards with special rules: The king's platoon always wins, unless the opponent has a king of their own (in which case the totals are tallied as normal) or a bishop. The bishop always loses, unless the opponent has a king; then it wins. The wizard swaps both players' platoons, so if you would have won, you'll lose instead, and vice versa. (The wizard can't be in a platoon by itself; it needs at least one companion.)



Once your platoons are built, the dealer will ask you to pick one that you're confident will win, and you'll stake half your bet on its ability to do so. Every platoon is beatable, but if you choose a platoon with a king, a wizard paired with a bishop, or a wizard paired with a low card, the odds are good that it can beat 4 out of 5 of your opponent's platoons. Once you've chosen your champion, you'll draw cards to see who gets to play first. The winner gets to choose one of their platoons to challenge an enemy platoon, knowing nothing more about the enemy's strategies than the number of cards in the platoon. The cards are flipped over, the results are tallied, and then the other player gets to choose the next matchup. If you win at least three out of the five matchups, you win the game.



Platoon Cards in Brief



Pawn: Possess a strength based on their number, except that the jack and queen are worth 10 each.



King: The king's platoon always wins, regardless of its strength, except against kings with higher strength or aces.



Bishop: The bishop always loses, unless the enemy platoon has a king.



Wizard: The wizard switches platoons with the opponent before tallying the values.

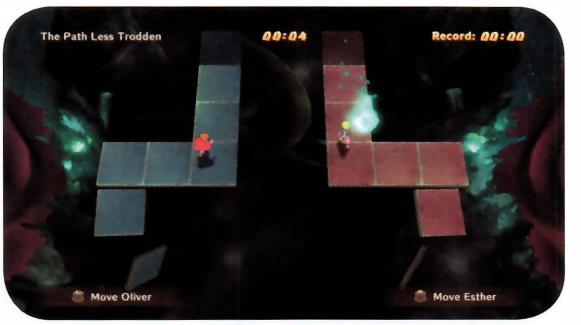
Beating the House: Much of the game's strategy comes from playing the special cards in clever ways. For example, if you have a bishop and a wizard, you can make a platoon that will immediately swap with the foe and cause them to lose, unless their platoon has a king. Your king can be a one-man conqueror, but you may want to pair it with a weak card just so it isn't too obvious what you're trying to pull. Higher cards are usually best paired together to make simple, strong armies that can beat anything without a king or a wizard.

Double Cross

Double Cross is a continuation of the game you played in the Temple of Trials, in which you use the controller's dual analog sticks to control Oliver and Esther simultaneously. In terms of difficulty, it picks up right where the trials left off and grows more difficult with each subsequent stage.



To play, you have to stake 50 chips, which buys you a single try at your chosen stage. If you win, you'll get a predetermined amount of chips as a reward, based on the difficulty of the stage. Clearing each stage unlocks the next, but you can replay the old stages as often as you like to earn the same reward. When it comes to Double Cross, practice makes perfect, so you may want to save your game, spend a bunch of chips to learn the layout of each stage, and then reload your game to perform it for real. Also, make sure to study the maps we've included to get comfortable with the layout of the courses and how to navigate them.



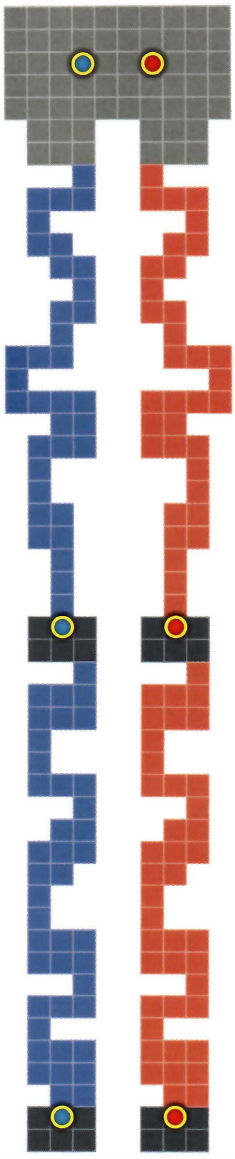
Double Cross Prizes

STAGE	PRIZES
Stage 1	100 Chips
Stage 2	250 Chips
Stage 3	500 Chips
Stage 4	1,000 Chips
Stage 5	3,000 Chips

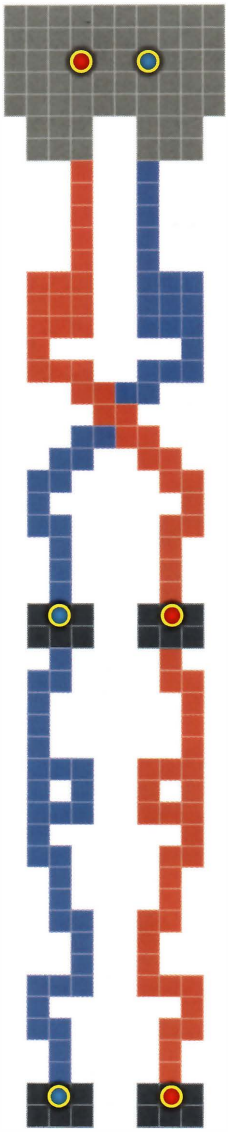
Beating the House: The best way to cheat at Double Cross is to recruit another player to handle Esther with the right analog stick while you focus on controlling Oliver with the left one. Sharing a controller can be a bit intimate, but the game is infinitely easier when you only have to focus on a single character.

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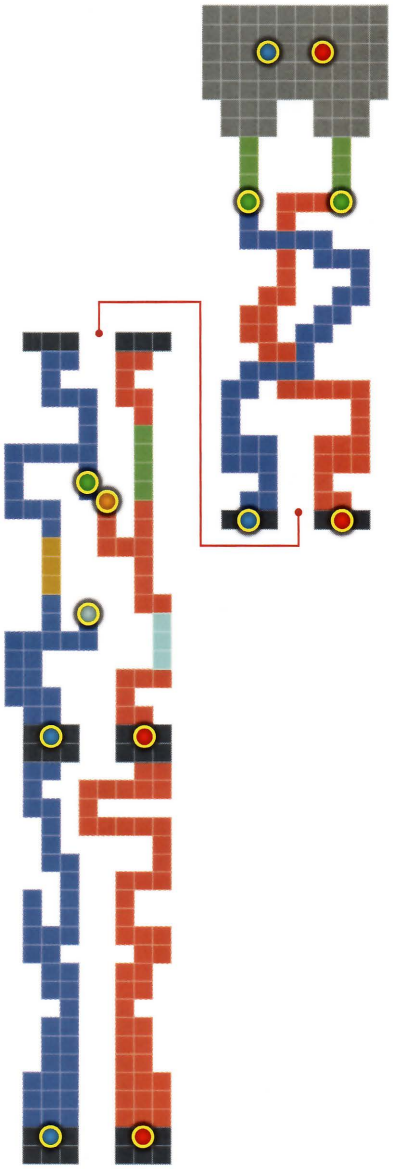
STAGE 1



STAGE 2



STAGE 3

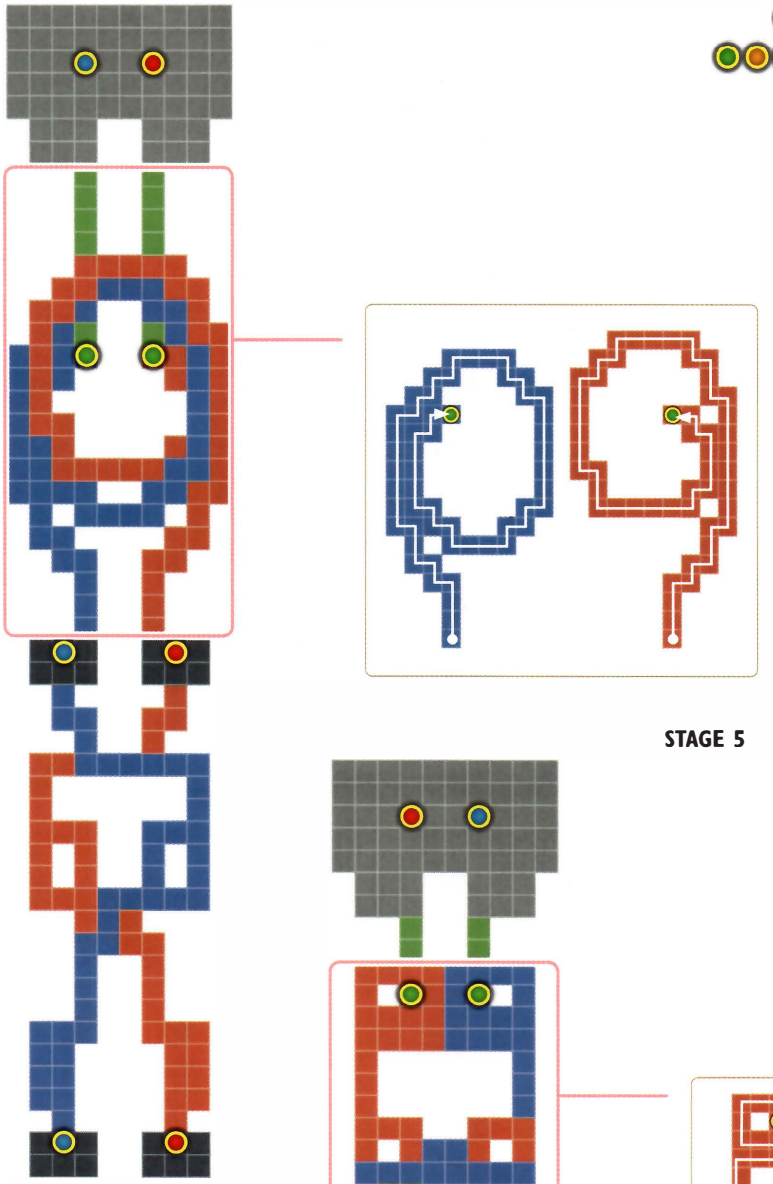


OLIVER START/STOP
ESTHER START/STOP
SWITCHES

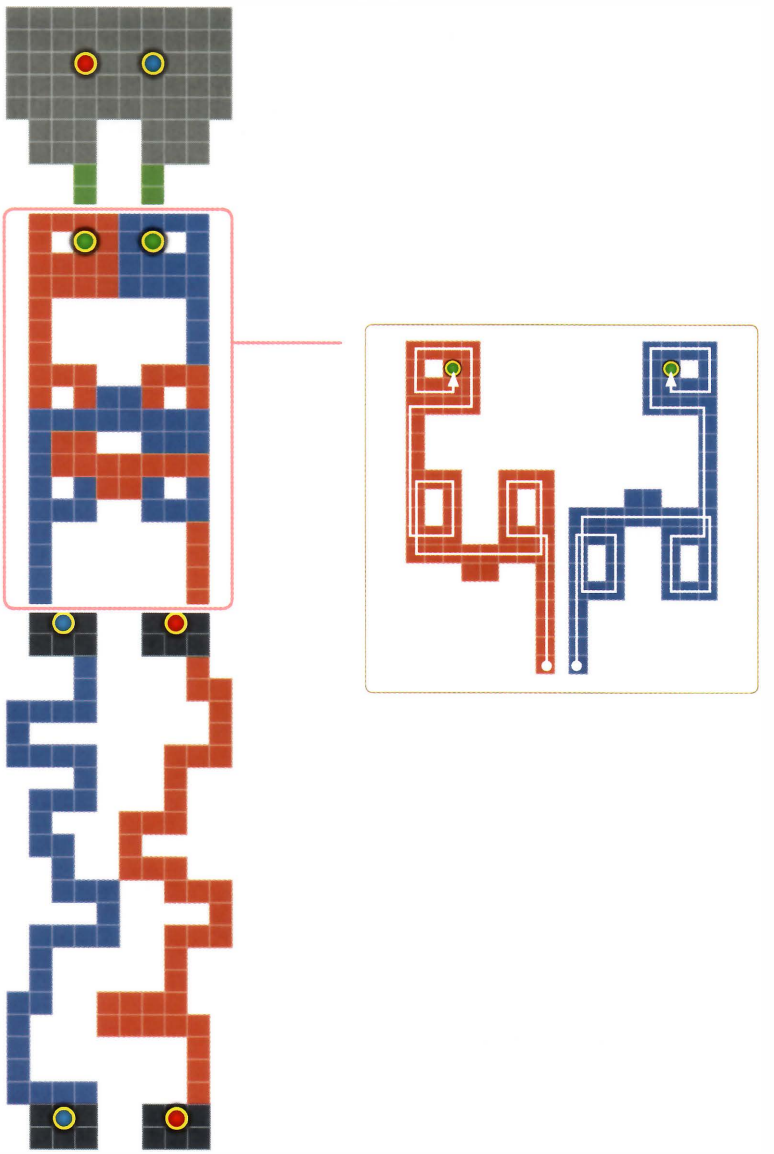
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STAGE 4

OLIVER START/STOP
ESTHER START/STOP
SWITCHES



STAGE 5



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5

Appendix



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Creatures

Creature Index

Number	Name
001	Little Bighorn
002	Bighorn
003	Batterhorn
004	Splatterhorn
005	Purrloiner
006	Cutpurrse
007	Puss in Bouts
008	Puss in Boats
009	Hog-Goblin
010	Gobfather
011	Gobspeed
012	Gobforsaken
013	Mite
014	Mighty Mite
015	Dynamite
016	Mermite
017	Hurly
018	Burly Hurly
019	Hurlcules
020	Hurlabaloo
021	Ruff
022	Ruffian
023	Gruffian
024	Scruffian
025	Rhinosaur
026	Rhinosnore
027	Rhinobore
028	Rhinosaw
029	Jabber
030	Stabber
031	Stabberwocky
032	Jabberguppy
033	Baatender
034	Baabarian
035	Baabie
036	Baarndancer
037	Sore Boar
038	Crashing Boar
039	Hyperboar
040	Full Boar
041	Inphant
042	Psychophant
043	Triumphant
044	Hierophant
045	Clubber Cub
046	Lubber Cub
047	Adamantiger
048	Elegantiger
049	Thumbelemur
050	Dumbelemur
051	Aye-Aye Sir
052	Aye-Aye Catcher
053	Sasquish
054	Sasquash
055	Papa Sasquash
056	Mama Sasquash
057	Danglerfish
058	Stranglerfish
059	Manglerfish
060	Spanglerfish
061	Taddlywink
062	Tadolescent
063	Tadabout
064	Tadorable
065	Splisher
066	Splasher
067	Snapper
068	Snipper
069	Hooray
070	Hip-Hooray
071	Grimray
072	Springray
073	Sparkee
074	Wattee
075	Acee
076	Deecee
077	Minor Byrde
078	Major Byrde
079	Firebyrde
080	Thunderbyrde
081	Crowhawk
082	Mohawk
083	Prohawk
084	Snowhawk
085	Whambat
086	Wishing Whambat
087	Whampire Bat
088	Captain Whamtastic
089	Sleepeafowl
090	Hippeafowl
091	Grumpeafowl
092	Wimpeafowl
093	Drongo
094	Strongo
095	Fluorongo
096	Electrongo
097	Fightingale
098	Knightingale
099	Paladin Partridge
100	Bushido Bantam
101	Tu-Whit
102	Tu-Whoo
103	Sharp-Hooter
104	Hooting-Star
105	Floret
106	Flummox Floret
107	Horrid Floret
108	Florid Floret
109	Rabbot
110	Jackrabbot
111	Whackrabbot
112	Hackrabbot
113	Tyke
114	Spike Tyke
115	Psych Tyke
116	Pike Tyke
117	Turbandit
118	Turburn
119	Turban Myth
120	Turban Legend
121	Idler
122	Wild Idler
123	All-Seeing Idler
124	Evil Idler
125	Small Fry
126	Deep Fry
127	Firefry
128	Flash Fry
129	Dinkey
130	Turnkey
131	Master Key
132	Don Key
133	Spitoo
134	Spitooligan
135	Lickety-Spitoo
136	Sniper Spitoo
137	Monolith
138	Megalith
139	Paleolith
140	Neolith
141	Sprog Cog
142	Hot Cog
143	Supercogductor
144	Cogdenser
145	Tin-Man
146	Iron-Man
147	Steam-Man
148	Beam-Man
149	Clinketyclank
150	Clicketyclank Mk.2
151	Clinketyclank Lx
152	Clinketyclank Dx
153	Fuddy-Daddy
154	Big Daddy
155	Grand-Daddy
156	Baddy-Daddy
157	Lumberwood
158	Limberwood
159	Umberwood
160	Wildwood
161	Bubbud
162	Sponge Bubbud
163	Lotus Bubbud
164	Tropical Bubbud
165	Green Buncher
166	Yellow Buncher
167	Underripe Buncher
168	Overripe Buncher
169	Napcap
170	Duncecap
171	Madcap
172	Nightcap
173	Worker Bumbler
174	Drone Bumbler
175	Soldier Bumbler
176	Queen Bumbler
177	Whippersnapper
178	Trapper Snapper
179	Snaptrap
180	Claptrap
181	Sillymander
182	Slamander
183	Pyromander
184	Petramander
185	Oroboros
186	Chloroboros
187	Obscuroboros
188	Fluoroboros
189	Incy
190	Wincy
191	Web Master
192	Weaver Diva
193	Lagoon Naiad
194	Sea Naiad
195	Lesser Spotted Naiad
196	Greater Naiad
197	Airhead
198	Beachhead
199	Fountainhead
200	Thunderhead
201	Seed Sprite
202	Sprout Sprite
203	Sweetpea Sprite
204	Sugarplum Sprite
205	Toko
206	Tokotoko
207	Tokotocold
208	Docotoko
209	Potty
210	Jackpotty
211	Crackpot
212	Hotpot
213	Plessie
214	Messy Plessie
215	Stressy Plessie
216	Blessy Plessie

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Number	Name
217	Naja
218	Najalisk
219	Mahanaja
220	Najapatra
221	Teeny Bopper
222	Big Bopper
223	Duck-Billed Bopper
224	Unibopper
225	Dinoceros
226	Destroceros
227	Demoliceros
228	Catastroceros
229	Sunshine
230	Grandsun
231	Wayward Sun
232	Godsun
233	Pom Pom
234	Pond Pom
235	Pompeii
236	Pomagranite
237	Kipper
238	Red Napper
239	Sweet Bream
240	Siestar Fish
241	Hullaballoon
242	Balloonatic
243	Hot-Air Balloonatic
244	Water Balloonatic
245	Auroralynx
246	Umbralynx
247	Astralynx
248	Dualynx
249	Shonky-Honker
250	Sharper-Parper
251	Trumpy-Pumper
252	Honky-Tonker
253	Ice Maiden
254	Ice Queen
255	Eldritch Empress
256	Sinister Sovereign
257	Lightshade
258	Sunshade
259	Starshade
260	Nightshade
261	Shrimpaler
262	Impaler
263	Grimpaler
264	Hymnpaler
265	Relixx
266	Electrixx
267	Medixx
268	Angelixx
269	Boggly-Boo
270	Bigger-Boggle
271	Hoggle-Boggle
272	Moggle-Boggle
273	Bougie
274	Boo-Bougie
275	Bougie-Woogie
276	Bougieman
277	Wisp
278	Ghost Wisperer
279	Kill-o'-the-Wisp
280	Wispula
281	Girlfiend

Number	Name
282	Ex-Girlfiend
283	Phantasma
284	Grandamned
285	Bonehead
286	Bone Ranger
287	Bone Brigadier
288	Bone Baron
289	Zombo
290	Zomboatswain
291	Cap'n Zombo
292	Mumbo Zombo
293	Eggroll
294	Scrambled Eggroll
295	Humpty Bumpty
296	Eggyptian
297	Mandragorer
298	Pandoragorer
299	Mendragorer
300	Tundragorer
301	Magmoiselle
302	Magmadame
303	Magmadonna
304	Magmadiva
305	Hubber Blubber
306	Blubber Bubbler
307	Prince Of Whales
308	Lone Shark
309	Fug
310	Dusty Fug
311	Smoggy Fug
312	Grubby Fug
313	Magimech
314	Manic Magimech
315	Magimech Sentry
316	Magimech Master
317	Collum
318	Doric Collum
319	Ionic Collum
320	Auric Collum
321	Earth Ogrrr
322	Water Ogrrr
323	Ice Ogrrr
324	Fire Ogrrr
325	Fluvius Maximus
326	Tempestus Majora
327	Igneous Supremus
328	Celestius Primus
329	Shellraiser
330	Shellfire
331	Shellshocker
332	Shellmet
333	Ulk
334	Warbird
335	Guardian of the Woods
336	Guardian of the Woods
337	Hickory Dock
338	Hickory Dock
339	Gladiataur
340	Gladiataur
341	Rusty's Nightmare
342	Bashura
343	Bashura
344	Moltaan
345	Moltaan
346	Al-Khemi

Number	Name
347	Swaine's Nightmare
348	Royal Jelly
349	Jelly Baby
350	Royal Jelly
351	Jelly Baby
352	Porco Grosso
353	Porco Grosso
354	Candelabracadabra
355	Candelabracadabra
356	Red Dragon
357	Red Dragon
358	Denny's Nightmare
359	Aapep
360	Aapep
361	Jetsam
362	Cap'n Crossbones
363	Cap'n Crossbones
364	Cerboreas
365	Cerboreas
366	Khulan's Nightmare
367	Philip's Nightmare
368	Vileheart
369	Vileheart
370	Vileheart
371	Eternal Knight
372	Eternal Knight
373	Shadar
374	Dark Djinn
375	King Tom Xiv
376	Queen Lowla
377	Porco Loco
378	Gallus
379	Cassiopeia
380	White Witch
381	The Zodiarch
382	Satellite
383	The Zodiarch
384	Satellite
385	The Guardian of Worlds
386	The Guardian of Worlds
387	Wretch
388	Wretch
389	Wretch
390	Wretch
391	Wretch
392	Wretch
393	Wretch
394	Wretch
395	Wretch

Number	Name
396	Wretch
397	Toko (golden)
398	Tokotoko (golden)
399	Tokotocold (golden)
400	Docotoko (golden)
401	Draggle (golden)
402	Dragette (golden)
403	Dragamuffin (golden)
404	Bedraggle
405	Teeny Bopper (golden)
406	Big Bopper (golden)
407	Duck-Billed Bopper (golden)
408	Unibopper (golden)
409	Inphant (golden)
410	Psychophant (golden)
411	Triumphant (golden)
412	Hierophant (golden)
413	Tin-Man
414	Iron-Man
415	Steam-Man
416	Beam-Man
417	Hog-Goblin (golden)
418	Gobfather (golden)
419	Gobspeed (golden)
420	Gobforsaken (golden)
421	Shonky-Honker (golden)
422	Sharper-Parper (golden)
423	Trumpy-Pumper (golden)
424	Honky-Tonker (golden)
425	Draggle
426	Dragette
427	Dragamuffin
428	Bedraggle
429	Sapdragon
430	Flapdragon
431	Scrapdragon
432	Napdragon
433	Mite
434	Mighty Mite
435	Dynamite
436	Mermite
437	Hurly
438	Burly Hurly
439	Hurlcules
440	Hurlabaloo
441	Drongo
442	Strongo
443	Fluorongo
444	Electrongo



Note

A ♥ means that the creature has a chance to be tamed when defeated.

A red name indicates that a familiar must be acquired through metamorphosis and cannot be captured in the wild.

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Nobilia

Aapep 359

	140		132
	97		104
	113		145

Affinities/Resistances	
Physical	100%
Water	100%
Light	130%
Fire	130%
Storm	50%
Dark	100%

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

HP	5720
EXP	1730
Guilders	2450

Recruit: —

Location: The Vault of Tears

Drop: Moon Stone (100%)

Steal: stout armor (15%)



Arcana

Astralynx 247

	219		214
	184		195
	126		204

Affinities/Resistances	
Physical	100%
Water	100%
Light	50%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	—

HP	527
EXP	190
Guilders	251

Recruit: 3%

Location: The Ivory Tower

Drop: star pearl (12%), game pie (4%)

Steal: star pearl (30%), blackwyrm claws (5%)



Aquatica

Acee 075

	109		106
	88		109
	67		100

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	△
Confusion	—
Blindness	—
Sleep	—
Poison	○
Curse	—

HP	231
EXP	66
Guilders	91

Recruit: 6.5%

Location: Sea - Northwest of The Summerlands

Drop: confusion-be-gone (10%), rumblenut (4%)

Steal: confusion-be-gone (25%), rumblenut (18%)



Arcana

Auroralynx 245

	158		153
	120		131
	145		131

Affinities/Resistances	
Physical	100%
Water	100%
Light	50%
Fire	100%
Storm	100%
Dark	150%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	—

HP	390
EXP	107
Guilders	186

Recruit: 6%

Location: Billy Goat's Bluff - South

Drop: coldstone (12%), tealwood (4%)

Steal: coldstone (30%), Healing Rain gem (5%)



Bestiae

Adamantiger 047

	119		124
	61		84
	130		104

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

HP	324
EXP	87
Guilders	136

Recruit: 3%

Location: Jack Frost's Playground

Drop: planetdrop (20%), coldstone (5%)

Steal: planetdrop (32%), coldstone (20%)



Bestiae

Aye-Aye Catcher 052

	213		211
	182		187
	167		178

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	×
Blindness	△
Sleep	◎
Poison	○
Curse	—

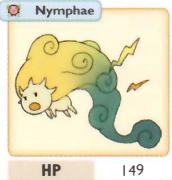
HP	520
EXP	193
Guilders	270

Recruit: 4%

Location: The Ivory Tower

Drop: big babana (12%), chocolate bonbons (3%)

Steal: big babana (30%), griffin's teeth (5%)



Nymphae

Airhead 197

	70		71
	67		56
	54		68

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	△
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	○

HP	149
EXP	41
Guilders	43

Recruit: 18%

Location: Sea - South of The Summerlands

Drop: yogurt (8%), see-through pie (3%)

Steal: yogurt (20%), wetstone (18%)



Bestiae

Baabarian 034

	74		70
	48		56
	66		76

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

HP	157
EXP	43
Guilders	48

Recruit: 10.4%

Location: Friday Island

Drop: cake (20%), plainswort (4%)

Steal: cake (25%), soretooth ring (5%)



Nobilia

Al-Khemi 346

	79		74
	52		66
	69		89

Affinities/Resistances	
Physical	100%
Water	60%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	△
Sleep	×
Poison	×
Curse	×

HP	1520
EXP	777
Guilders	620

Recruit: —

Location: Castaway Cove

Drop: green grapes (8%), glowcap (4%)

Steal: green grapes (20%), glowcap (18%)



Bestiae

Baabie 035

	108		112
	84		93
	118		104

Affinities/Resistances	
Physical	150%
Water	100%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

HP	268
EXP	58
Guilders	108

Recruit: 6.5%

Location: Rolling Hills - West

Drop: curse-be-gone (10%), rings-a-bell (4%)

Steal: curse-be-gone (25%), rings-a-bell (18%)

◎ = highly vulnerable ○ = vulnerable △ = resistant × = immune

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Bestiae



Baarndancer 036

	198		188
	155		160
	188		197

Affinities/Resistances	
Physical	70%
Water	150%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

HP	477
EXP	146
Guilders	233

Recruit 6.5%

Location: Nazcaä

Drop
- star pearl (12%)
- all-seeing eye (5%)

Steal
- star pearl (30%)
- jumbo sundrop (20%)

Bestiae



Baatender 033

	11		6
	8		5
	13		7

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

HP	9
EXP	5
Guilders	1

Recruit 13%

Location: Rolling Hills

Drop
- white bread (10%)
- plainswort (4%)

Steal
- white bread (25%)
- plainswort (18%)

Arcana



Balloonatic 242

	109		120
	92		88
	103		123

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	—

HP	304
EXP	71
Guilders	134

Recruit 6.4%

Location: No Longer Mine

Drop
- caramels (8%)
- pixie dew (4%)

Steal
- caramels (20%)
- pure steel armor (5%)

Nobilia



Bashura 342

	55		47
	28		42
	24		64

Affinities/Resistances	
Physical	100%
Water	130%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	△

HP	870
EXP	435
Guilders	360

Recruit —

Location: Temple of Trials

Drop
- Spirit of the Temple (100%)

Steal
—

Milites



Batterhorn 003

	201		197
	165		154
	127		180

Affinities/Resistances	
Physical	65%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	◎
Stun	—
Nix	—
Petrification	—
Confusion	◎
Blindness	—
Sleep	—
Poison	△
Curse	△

HP	507
EXP	176
Guilders	235

Recruit 4%

Location: Nazcaä

Drop
- meteorite fragment (12%)
- breeze cake (4%)

Steal
- meteorite fragment (30%)
- shield of the pure (5%)

Nymphae



Beachhead 198

	101		103
	106		86
	81		103

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	△
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	○

HP	222
EXP	57
Guilders	104

Recruit 14.4%

Location: Sea - Northwest of The Summerlands

Drop
- poison-be-gone (10%)
- gustplume (5%)

Steal
- poison-be-gone (25%)
- Thunderspark gem (5%)

Automata



Beam-Man 148

	209		216
	177		211
	81		183

Affinities/Resistances	
Physical	60%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconciousness	—
Stun	○
Nix	○
Petrification	—
Confusion	△
Blindness	—
Sleep	△
Poison	△
Curse	—

HP	575
EXP	188
Guilders	253

Recruit 3%

Location: The Ivory Tower

Drop
- blowpipe (12%)
- frosty flan (4%)

Steal
- blowpipe (30%)
- night armor (5%)

Dracones



Big Bopper 222

	110		110
	34		75
	145		125

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconciousness	△
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	○
Curse	—

HP	251
EXP	69
Guilders	110

Recruit 10.4%

Location: Shipwreck Shore

Drop
- sundrop (20%)
- slumbernot leAves (4%)

Steal
- sundrop (32%)
- Blunt gem (5%)

Dracones



Big Bopper (golden) 406

	243		237
	146		201
	258		238

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconciousness	△
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	○
Curse	—

HP	639
EXP	345
Guilders	496

Recruit 4.8%

Location: Deep Dark Wood (Available post-clear)

Drop
- planet crystal (25%)
- seeds of discord (5%)

Steal
- planet crystal (30%)
- starspun tunic (5%)

Daemonia



Bigger-Boggle 270

	119		118
	100		87
	89		108

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconciousness	△
Stun	—
Nix	—
Petrification	○
Confusion	○
Blindness	—
Sleep	—
Poison	—
Curse	△

HP	277
EXP	73
Guilders	125

Recruit 14.4%

Location: The Barrens

Drop
- blindness-be-gone (10%)
- pixie dew (4%)

Steal
- blindness-be-gone (25%)
- black blade (5%)

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Milites



Bighorn 002

	109		127
	69		74
	67		100

HP	246
EXP	69
Guilders	99

Recruit 6.4%

Affinities/Resistances

Physical	75%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments

Unconsciousness	◎
Stun	–
Nix	–
Petrification	–
Confusion	◎
Blindness	–
Sleep	–
Poison	△
Curse	△

Location

Skull Mountain - North

Drop

- stardrop (20%)
- raw steel (4%)

Steal

- stardrop (32%)
- sacred dagger (5%)

Mortui



Bonehead 285

	44		38
	17		18
	23		36

HP	75
EXP	29
Guilders	13

Recruit 6%

Affinities/Resistances

Physical	90%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments

Unconsciousness	△
Stun	–
Nix	○
Petrification	○
Confusion	–
Blindness	○
Sleep	–
Poison	–
Curse	○

Location

Golden Grove - South

Drop

- chocolate (20%)
- sandwich (4%)

Steal

- chocolate (25%)
- iced coffee (18%)

Daemonia



Boggly-Boo 269

	48		48
	41		48
	37		45

HP	97
EXP	25
Guilders	16

Recruit 18%

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments

Unconsciousness	△
Stun	–
Nix	–
Petrification	○
Confusion	○
Blindness	–
Sleep	–
Poison	–
Curse	△

Location

Smoky Mountains

Drop

- fluffy rice (8%)
- sandwich (4%)

Steal

- fluffy rice (20%)
- sandwich (18%)

Mortui



Bougie 273

	96		100
	72		68
	71		92

HP	182
EXP	50
Guilders	87

Recruit 13%

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments

Unconsciousness	△
Stun	–
Nix	○
Petrification	○
Confusion	–
Blindness	△
Sleep	–
Poison	–
Curse	–

Location

Ghostly Gorge

Drop

- moondrop (20%)
- carnation cake (3%)

Steal

- moondrop (32%)
- strong coffee (18%)

Mortui



Bone Baron 288

	220		204
	188		184
	133		198

HP	533
EXP	192
Guilders	240

Recruit 3%

Affinities/Resistances

Physical	60%
Water	150%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments

Unconsciousness	△
Stun	–
Nix	○
Petrification	○
Confusion	–
Blindness	○
Sleep	–
Poison	–
Curse	–

Location

The Ivory Tower

Drop

- sun crystal (25%)
- sprite dew (4%)

Steal

- sun crystal (35%)
- night blade (5%)

Mortui



Bougie-Woogie 275

	163		163
	151		146
	142		144

HP	403
EXP	105
Guilders	186

Recruit 6.5%

Affinities/Resistances

Physical	100%
Water	100%
Light	150%
Fire	100%
Storm	100%
Dark	50%

Ailments

Unconsciousness	△
Stun	–
Nix	○
Petrification	○
Confusion	–
Blindness	△
Sleep	–
Poison	–
Curse	–

Location

Miasma Marshes

Drop

- iron diamond (12%)
- snowflake (4%)

Steal

- iron diamond (30%)
- hot-blooded badge (5%)

Mortui



Bone Brigadier 287

	190		170
	136		122
	132		162

HP	461
EXP	150
Guilders	201

Recruit 3%

Affinities/Resistances

Physical	70%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments

Unconsciousness	△
Stun	–
Nix	○
Petrification	○
Confusion	–
Blindness	○
Sleep	–
Poison	–
Curse	–

Location

Nevermore

Drop

- tachestone (12%)
- jumbo planetdrop (5%)

Steal

- tachestone (30%)
- patty cake (20%)

Mortui



Bougieman 276

	187		171
	155		132
	163		160

HP	433
EXP	120
Guilders	206

Recruit 6.5%

Affinities/Resistances

Physical	100%
Water	100%
Light	150%
Fire	100%
Storm	100%
Dark	50%

Ailments

Unconsciousness	△
Stun	–
Nix	○
Petrification	○
Confusion	–
Blindness	△
Sleep	–
Poison	–
Curse	–

Location

Nevermore

Drop

- pixie dew (10%)
- moon crystal (20%)

Steal

- pixie dew (25%)
- moon crystal (25%)

Mortui



Bone Ranger 286

	105		102
	34		49
	52		83

HP	201
EXP	58
Guilders	73

Recruit 4.8%

Affinities/Resistances

Physical	80%
Water	100%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconsciousness	△
Stun	–
Nix	○
Petrification	○
Confusion	–
Blindness	○
Sleep	–
Poison	–
Curse	–

Location

Ghostly Gorge

Drop

- fluffy rice (8%)
- soretooth ring (2%)

Steal

- stardrop (32%)
- sturdy shinbone (18%)

Flora



Bubbud 161

	19		19
	24		23
	13		23

HP	22
EXP	7
Guilders	9

Recruit 8%

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconsciousness	–
Stun	△
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	○

Location

Ding Dong Well

Drop

- white bread (10%)
- phoenix feather (3%)

Steal

- white bread (25%)
- phoenix feather (15%)

◎ = highly vulnerable ○ = vulnerable △ = resistant × = immune

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Militas



Burly Hurly 018

HP	412
EXP	104
Guilders	162

Recruit: 4.8%

Location: Billy Goat's Bluff - North

162		138	
65		102	
82		109	

Affinities/Resistances

Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Drop: sundrop (25%); tachestone (5%)

Ailments	
Unconciousness	○
Stun	–
Nix	–
Petrification	–
Confusion	○
Blindness	–
Sleep	–
Poison	△
Curse	△

Steal: sundrop (35%); tachestone (20%)

Nobilia



Cerboreas 364

HP	6370
EXP	2290
Guilders	2680

Recruit: —

Location: The Glittering Grotto

145		143	
101		117	
131		149	

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	130%
Storm	100%
Dark	100%

Drop: Spirit of the Snow (100%)

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	△
Sleep	×
Poison	△
Curse	×

Steal: wolf fangs (22%)

Nobilia



Candelabracadabra 354

HP	3130
EXP	1290
Guilders	1750

Recruit: —

Location: The Tombstone Trail

111		104	
72		103	
93		134	

Affinities/Resistances

Physical	100%
Water	100%
Light	150%
Fire	50%
Storm	100%
Dark	50%

Drop: —

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

Steal: noble attire (12%)

Vermes



Chloroboros 186

HP	301
EXP	70
Guilders	125

Recruit: 20%

Location: The Vault of Tears

113		108	
75		76	
85		105	

Affinities/Resistances

Physical	100%
Water	150%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Drop: bass bell (12%); star crystal (15%)

Ailments	
Unconciousness	○
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	△
Curse	–

Steal: bass bell (30%); baneflower (18%)

Nobilia



Cap'n Crossbones 362

HP	2890
EXP	2380
Guilders	230

Recruit: —

Location: Black Porpoise

137		118	
78		116	
89		131	

Affinities/Resistances

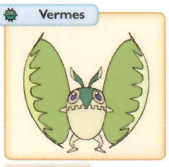
Physical	50%
Water	100%
Light	130%
Fire	130%
Storm	100%
Dark	50%

Drop: —

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

Steal: night blade (8%)

Vermes



Claptrap 180

HP	364
EXP	95
Guilders	181

Recruit: 6.5%

Location: Billy Goat's Bluff - North

153		158	
113		88	
95		121	

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Drop: sundrop (25%); sour grapes (5%)

Ailments	
Unconciousness	○
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	△
Curse	–

Steal: sundrop (35%); stout armor (5%)

Mortui



Cap'n Zombo 291

HP	486
EXP	73
Guilders	79

Recruit: 6.5%

Location: Sea - North of Autumnia

115		35	
34		41	
39		108	

Affinities/Resistances

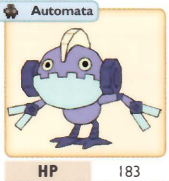
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Drop: green grapes (8%); baneflower (4%)

Ailments	
Unconciousness	△
Stun	–
Nix	○
Petrification	○
Confusion	–
Blindness	△
Sleep	–
Poison	–
Curse	–

Steal: green grapes (20%); fairy chocolate (15%)

Automata



Clinketyclank 149

HP	183
EXP	53
Guilders	77

Recruit: 8%

Location: The Pig Iron Plain - North

92		99	
49		67	
57		98	

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Drop: sandwich (10%); sprocket (5%)

Ailments	
Unconciousness	–
Stun	○
Nix	○
Petrification	–
Confusion	△
Blindness	–
Sleep	△
Poison	△
Curse	–

Steal: sandwich (25%); sprocket (20%)

Nobilia



Cassiopeia 379

HP	3380
EXP	—
Guilders	—

Recruit: —

Location: The Ivory Tower

215		255	
242		232	
195		227	

Affinities/Resistances

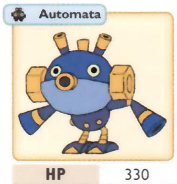
Physical	50%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Drop: —

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

Steal: diva's mantle (8%)

Automata



Clinketyclank LX 151

HP	330
EXP	85
Guilders	141

Recruit: 4%

Location: Jack Frost's Playground

117		118	
62		93	
64		117	

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Drop: bass bell (12%); frosty flan (3%)

Ailments	
Unconciousness	–
Stun	○
Nix	○
Petrification	–
Confusion	△
Blindness	–
Sleep	△
Poison	△
Curse	–

Steal: bass bell (30%); Thunderstorm gem (5%)

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Bestiae



Clubber Cub 045

40	35	Unconciousness	—
22	24	Stun	—
35	48	Nix	—
		Petrification	—
		Confusion	—
		Blindness	△
		Sleep	○
		Poison	—
		Curse	—

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

HP	70
EXP	26
Guilders	15

Recruit 6%

Location: Golden Grove - South

Drop: ice cream (20%), salted ice cream (4%)

Steal: ice cream (25%), springwater (18%)

Milites



Cutpurrse 006

113	111	Unconciousness	○
56	73	Stun	—
75	86	Nix	—
		Petrification	—
		Confusion	○
		Blindness	—
		Sleep	—
		Poison	△
		Curse	△

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

HP	250
EXP	61
Guilders	106

Recruit 10.4%

Location: Skull Mountain - North

Drop: planetdrop (20%), phoenix feather (4%)

Steal: moondrop (32%), phoenix feather (18%)

Automata



Cogdenser 144

110	138	Unconciousness	—
107	103	Stun	○
69	123	Nix	○
		Petrification	—
		Confusion	△
		Blindness	—
		Sleep	△
		Poison	△
		Curse	—

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

HP	324
EXP	84
Guilders	143

Recruit 4%

Location: Jack Frost's Playground

Drop: sleep-be-gone (10%), chocolate bonbons (3%)

Steal: sleep-be-gone (25%), holy shield (5%)

Aquatica



Danglerfish 057

27	23	Unconciousness	—
10	8	Stun	—
13	23	Nix	—
		Petrification	△
		Confusion	—
		Blindness	—
		Sleep	—
		Poison	○
		Curse	—

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

HP	41
EXP	15
Guilders	11

Recruit 8%

Location: Ding Dong Well

Drop: chocolate (20%), sandwich (4%)

Steal: chocolate (20%), sandwich (18%)

Nymphae



Crackpot 211

112	120	Unconciousness	—
51	91	Stun	—
81	105	Nix	△
		Petrification	—
		Confusion	—
		Blindness	—
		Sleep	—
		Poison	—
		Curse	○

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

HP	280
EXP	83
Guilders	143

Recruit 6.5%

Location: Sea - The Spring Isles

Drop: dumbflounder (8%), iron diamond (5%)

Steal: dumbflounder (20%), iron diamond (18%)

Nobilia



Dark Djinn 374

209	213	Unconciousness	×
247	180	Stun	×
137	173	Nix	×
		Petrification	×
		Confusion	×
		Blindness	×
		Sleep	×
		Poison	×
		Curse	×

Affinities/Resistances	
Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

HP	8830
EXP	6720
Guilders	7400

Recruit —

Location: Nevermore

Drop: —

Steal: jumbo stardrop (28%)

Bestiae



Crashing Boar 038

101	69	Unconciousness	—
37	48	Stun	—
62	93	Nix	—
		Petrification	—
		Confusion	—
		Blindness	△
		Sleep	○
		Poison	—
		Curse	—

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	150%
Storm	100%
Dark	100%

HP	212
EXP	55
Guilders	63

Recruit 10.4%

Location: The Pig Iron Plain - South

Drop: black truffle (8%), babana flan (3%)

Steal: black truffle (20%), glowcap (18%)

Aquatica



Deecee 076

114	111	Unconciousness	—
95	80	Stun	—
84	101	Nix	—
		Petrification	△
		Confusion	—
		Blindness	—
		Sleep	—
		Poison	○
		Curse	—

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	100%
Storm	50%
Dark	100%

HP	283
EXP	79
Guilders	138

Recruit 6.5%

Location: Sea - The Spring Isles

Drop: stardrop (20%), Thunderstorm gem (2%)

Steal: stardrop (32%), wetstone (18%)

Aves



Crowhawk 081

36	38	Unconciousness	—
31	33	Stun	—
32	45	Nix	—
		Petrification	—
		Confusion	—
		Blindness	○
		Sleep	△
		Poison	—
		Curse	—

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

HP	65
EXP	18
Guilders	12

Recruit 13%

Location: Golden Grove - South

Drop: poison-be-gone (10%), phoenix feather (3%)

Steal: poison-be-gone (25%), phoenix feather (15%)

Minima



Deep Fry 126

50	53	Unconciousness	—
39	43	Stun	—
35	40	Nix	—
		Petrification	—
		Confusion	△
		Blindness	—
		Sleep	○
		Poison	—
		Curse	—

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

HP	93
EXP	31
Guilders	23

Recruit 6.4%

Location: Old Smoky

Drop: white bread (10%), stardrop (15%)

Steal: white bread (25%), stardrop (25%)

◎ = highly vulnerable ○ = vulnerable △ = resistant × = immune

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Dracones

Demoliceros 227



	221		218
	203		182
	112		204

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconciousness	△
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	○
Curse	—

HP	537
EXP	184
Guilders	264

Recruit: 3%

Location: The Ivory Tower

Drop: blowpipe (12%); Earsplitter gem (2%)

Steal: blowpipe (30%); Boarlord's armor (5%)

Dracones

Dragamuffin (golden) 403



	266		257
	163		204
	149		237

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconciousness	△
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	○
Curse	—

HP	734
EXP	419
Guilders	521

Recruit: 3%

Location: The Glittering Grotto (Available post-clear)

Drop: crownberries (10%); scroll of truth (4%)

Steal: crownberries (20%); sorcerer's soul (5%)

Nobilia

Denny's Nightmare 358



	134		108
	98		121
	136		133

Affinities/Resistances	
Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	×
Stun	×
Nix	△
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

HP	3850
EXP	1565
Guilders	2200

Recruit: —

Location: Motorville

Drop: —

Steal: —

Dracones

Dragette (golden) 402



	253		245
	158		196
	135		221

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconciousness	△
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	○
Curse	—

HP	682
EXP	375
Guilders	502

Recruit: 4.8%

Location: Old Smoky (Available post-clear)

Drop: planet crystal (25%); glowstone (4%)

Steal: planet crystal (30%); star eater's fang (5%)

Minima

Dinkey 129



	109		111
	67		69
	84		110

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	△
Blindness	—
Sleep	○
Poison	—
Curse	—

HP	283
EXP	62
Guilders	113

Recruit: 13%

Location: The Barrens

Drop: sandwich (10%); gnomebeard (4%)

Steal: sandwich (25%); clockwork cleaver (5%)

Dracones

Draggle (golden) 401



	242		231
	146		187
	118		208

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconciousness	△
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	○
Curse	—

HP	645
EXP	351
Guilders	485

Recruit: 6%

Location: Old Smoky (Available post-clear)

Drop: crownberries (10%); all-seeing eye (5%)

Steal: crownberries (20%); celestial sword (5%)

Dracones

Dinoceros 225



	127		123
	52		59
	65		106

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	△
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	○
Curse	—

HP	341
EXP	85
Guilders	128

Recruit: 6%

Location: The Genie's Steps

Drop: sturdy shinbone (12%); pixie dew (4%)

Steal: sturdy shinbone (30%); mirrored armor (5%)

Vermes

Drone Bumbler 174



	83		78
	46		36
	60		76

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	150%
Storm	50%
Dark	100%

Ailments	
Unconciousness	○
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	△
Curse	—

HP	177
EXP	40
Guilders	31

Recruit: 14.4%

Location: The Genie's Steps

Drop: poison-be-gone (10%); salted ice cream (4%)

Steal: poison-be-gone (25%); hallowed habit (5%)

Nymphae

Docotoko (golden) 400



	236		210
	286		420
	836		304

Affinities/Resistances	
Physical	100%
Water	100%
Light	150%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	—
Stun	—
Nix	△
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	○

HP	634
EXP	7
Guilders	9007

Recruit: 1%

Location: Nevermore (Available post-clear)

Drop: sun crystal (25%); angel's wings (4%)

Steal: sun crystal (30%); evil eye (20%)

Aves

Drongo 093



	101		104
	111		94
	51		73

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	○
Sleep	△
Poison	—
Curse	—

HP	244
EXP	60
Guilders	125

Recruit: 6%

Location: Swan Island

Drop: yogurt (8%); soft scoop ice cream (4%)

Steal: yogurt (20%); fine frock (5%)

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Dracones



Duck-Billed Bopper 223

123	121	Unconciousness	△
78	95	Stun	—
156	137	Nix	—
Physical	100%	Petrification	—
Water	100%	Confusion	—
Light	100%	Blindness	—
Fire	100%	Sleep	—
Storm	100%	Poison	○
Dark	100%	Curse	—

HP	291
EXP	76
Guilders	142

Recruit: 6.5%

Location: The Giant's Tabletops

Drop: fishburger (10%), cheeseburger (5%)

Steal: fishburger (30%), milk chocolate (20%)

Mortui



Eggroll 293

102	115	Unconciousness	△
52	52	Stun	—
58	87	Nix	○
Physical	100%	Petrification	○
Water	100%	Confusion	—
Light	150%	Blindness	△
Fire	100%	Sleep	—
Storm	100%	Poison	—
Dark	50%	Curse	—

HP	195
EXP	60
Guilders	94

Recruit: 13%

Location: The Tombstone Trail

Drop: emberstone (12%), sprocket (5%)

Steal: emberstone (30%), sprocket (20%)

Dracones



Duck-Billed Bopper (golden) 407

254	248	Unconciousness	△
155	213	Stun	—
279	251	Nix	—
Physical	100%	Petrification	—
Water	100%	Confusion	—
Light	100%	Blindness	—
Fire	100%	Sleep	—
Storm	100%	Poison	○
Dark	100%	Curse	—

HP	687
EXP	381
Guilders	511

Recruit: 3%

Location: Deep Dark Wood (Available post-clear)

Drop: star pearl (10%), tonic (4%)

Steal: star pearl (20%), dragon tusk (5%)

Mortui



Eggyptian 296

195	263	Unconciousness	△
165	151	Stun	—
109	162	Nix	○
Physical	100%	Petrification	○
Water	100%	Confusion	—
Light	100%	Blindness	△
Fire	100%	Sleep	—
Storm	100%	Poison	—
Dark	50%	Curse	—

HP	370
EXP	155
Guilders	228

Recruit: 6.5%

Location: Nazcaä

Drop: (pair of) black wings (12%), snow-white ice cream (4%)

Steal: (pair of) black wings (30%), Darkness Beckons gem (5%)

Bestiae



Dumbelemur 050

120	119	Unconciousness	—
91	92	Stun	—
108	104	Nix	—
Physical	100%	Petrification	—
Water	100%	Confusion	×
Light	100%	Blindness	△
Fire	100%	Sleep	◎
Storm	100%	Poison	○
Dark	100%	Curse	—

HP	307
EXP	72
Guilders	145

Recruit: 6.4%

Location: The Genie's Steps

Drop: babana (8%), star crystal (15%)

Steal: babana (20%), planet crystal (20%)

Daemonia



Eldritch Empress 255

179	170	Unconciousness	△
175	165	Stun	—
114	149	Nix	—
Physical	100%	Petrification	○
Water	100%	Confusion	○
Light	100%	Blindness	—
Fire	100%	Sleep	—
Storm	100%	Poison	—
Dark	100%	Curse	△

HP	426
EXP	135
Guilders	217

Recruit: 4%

Location: Nevermore

Drop: poison-be-gone (10%), crownberries (5%)

Steal: poison-be-gone (25%), meteorite fragment (20%)

Flora



Duncecap 170

104	110	Unconciousness	—
93	83	Stun	△
68	99	Nix	—
Physical	100%	Petrification	—
Water	100%	Confusion	—
Light	100%	Blindness	—
Fire	100%	Sleep	—
Storm	50%	Poison	—
Dark	100%	Curse	○

HP	278
EXP	66
Guilders	138

Recruit: 20%

Location: No Longer Mine

Drop: green grapes (8%), glowcap (4%)

Steal: green grapes (20%), glowcap (18%)

Bestiae



Elegantiger 048

223	212	Unconciousness	—
174	159	Stun	—
157	195	Nix	—
Physical	100%	Petr fication	—
Water	100%	Confusion	—
Light	100%	Blindness	△
Fire	100%	Sleep	○
Storm	150%	Poison	—
Dark	100%	Curse	—

HP	521
EXP	183
Guilders	261

Recruit: 3%

Location: The Ivory Tower

Drop: planet crystal (25%), jumbo planetdrop (5%)

Steal: planet crystal (35%), jumbo planetdrop (20%)

Nobilia



Earth Ogrrr 321

82	88	Unconciousness	×
47	70	Stun	×
58	73	Nix	×
Physical	100%	Petrification	×
Water	100%	Confusion	×
Light	100%	Blindness	×
Fire	150%	Sleep	×
Storm	50%	Poison	×
Dark	100%	Curse	×

HP	560
EXP	625
Guilders	310

Recruit: —

Location: The Pig Iron Plain - North

Drop: —

Steal: —

Nobilia



Eternal Knight 371

213	221	Unconciousness	×
108	114	Stun	×
119	170	Nix	×
Physical	100%	Petrification	×
Water	100%	Confusion	×
Light	130%	Blindness	×
Fire	100%	Sleep	×
Storm	100%	Poison	×
Dark	50%	Curse	×

HP	6270
EXP	—
Guilders	—

Recruit: —

Location: Nevermore

Drop: —

Steal: night armor (12%)

◎ = highly vulnerable ○ = vulnerable △ = resistant × = immune

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Mortui

Ex-Girlfiend 282

159	156	Unconciousness	△
142	144	Stun	—
116	132	Nix	○
		Petrification	○
		Confusion	—
		Blindness	△
		Sleep	—
		Poison	—
		Curse	—

HP	391
EXP	106
Guilders	180

Recruit 10.4%

Location: The Road to Ruin

Affinities/Resistances	
Physical	100%
Water	100%
Light	150%
Fire	100%
Storm	100%
Dark	50%

Drop
- curse-be-gone (10%)
- all-be-gone (4%)

Steal
- curse-be-gone (25%)
- green man's cloak (5%)



Minima

Florid Floret 108

205	187	Unconciousness	—
161	166	Stun	—
163	157	Nix	—
		Petrification	—
		Confusion	△
		Blindness	—
		Sleep	○
		Poison	—
		Curse	—

HP	494
EXP	152
Guilders	265

Recruit 9%

Location: Nazcaä

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Drop
- sour grapes (12%)
- seeds of discord (5%)

Steal
- sour grapes (30%)
- fiend's fang (5%)



Aves

Fightingale 097

199	186	Unconciousness	—
171	152	Stun	—
142	173	Nix	—
		Petrification	—
		Confusion	—
		Blindness	○
		Sleep	△
		Poison	—
		Curse	—

HP	490
EXP	161
Guilders	247

Recruit 8%

Location: Nazcaä

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Drop
- phoenix feather (10%)
- jumbo stardrop (5%)

Steal
- phoenix feather (25%)
- jumbo stardrop (20%)



Minima

Flummox Floret 106

121	114	Unconciousness	—
55	88	Stun	—
72	100	Nix	—
		Petrification	—
		Confusion	△
		Blindness	—
		Sleep	○
		Poison	—
		Curse	—

HP	274
EXP	74
Guilders	166

Recruit 14.4%

Location: Shipwreck Shore

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Drop
- sleep-be-gone (8%)
- carrot cake (4%)

Steal
- sleep-be-gone (20%)
- pirate's cutlass (5%)



Aves

Firebyrde 079

125	127	Unconciousness	—
107	96	Stun	—
116	115	Nix	—
		Petrification	—
		Confusion	—
		Blindness	○
		Sleep	△
		Poison	—
		Curse	—

HP	289
EXP	81
Guilders	135

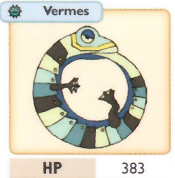
Recruit 4%

Location: The Giant's Tabletops

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Drop
- dumpty egg (8%)
- ruby ripple ice cream (11%)

Steal
- dumpty egg (25%)
- phoenix feather (18%)



Vermes

Fluoroboros 188

154	146	Unconciousness	○
132	121	Stun	—
115	128	Nix	—
		Petrification	—
		Confusion	—
		Blindness	—
		Sleep	—
		Poison	△
		Curse	—

HP	383
EXP	92
Guilders	174

Recruit 12.5%

Location: Billy Goat's Bluff - North

Affinities/Resistances	
Physical	100%
Water	100%
Light	50%
Fire	100%
Storm	100%
Dark	150%

Drop
- poison-be-gone (10%)
- moon crystal (20%)

Steal
- poison-be-gone (25%)
- moon crystal (20%)



Minima

Firefry 127

161	161	Unconciousness	—
142	135	Stun	—
128	148	Nix	—
		Petrification	—
		Confusion	△
		Blindness	—
		Sleep	○
		Poison	—
		Curse	—

HP	402
EXP	110
Guilders	187

Recruit 4%

Location: The Road to Ruin

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Drop
- cheeseburger (10%)
- jade marble (4%)

Steal
- cheeseburger (25%)
- Hocus Focus gem (5%)



Nymphae

Fountainhead 199

118	111	Unconciousness	—
84	104	Stun	—
111	92	Nix	△
		Petrification	—
		Confusion	—
		Blindness	—
		Sleep	—
		Poison	—
		Curse	○

HP	269
EXP	76
Guilders	137

Recruit 9%

Location: Sea - North of The Winter Isles

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Drop
- confusion-be-gone (10%)
- milk chocolate (4%)

Steal
- confusion-be-gone (25%)
- misty shroud (5%)



Minima

Floret 105

38	39	Unconciousness	—
26	27	Stun	—
22	37	Nix	—
		Petrification	—
		Confusion	△
		Blindness	—
		Sleep	○
		Poison	—
		Curse	—

HP	70
EXP	15
Guilders	32

Recruit 18%

Location: Shimmering Sands - West

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Drop
- confusion-be-gone (10%)
- sweetie pie (4%)

Steal
- confusion-be-gone (25%)
- sweetie pie (18%)



Automata

Fuddy-Daddy 153

200	195	Unconciousness	—
200	141	Stun	○
128	169	Nix	○
		Petrification	—
		Confusion	△
		Blindness	—
		Sleep	△
		Poison	△
		Curse	—

HP	496
EXP	159
Guilders	245

Recruit 8%

Location: Nazcaä

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Drop
- bubble pipe (12%)
- all-seeing eye (5%)

Steal
- bubble pipe (30%)
- dead man's duds (5%)

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Bestiae



Full Boar 040

209	163	Unconciousness	—
144	163	Stun	—
149	152	Nix	—
		Petrification	—
		Confusion	—
		Blindness	△
		Sleep	○
		Poison	—
		Curse	—

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

HP	553
EXP	166
Guilders	226

Recruit: 6.5%

Location: Nazcaä

Drop: meteorite fragment (12%); toadstool sundae (4%)

Steal: meteorite fragment (30%); Earsplitter gem (5%)

Nobilia



Gallus 378

212	244	Unconciousness	×
259	226	Stun	×
188	221	Nix	×
		Petrification	×
		Confusion	×
		Blindness	×
		Sleep	×
		Poison	×
		Curse	×

Affinities/Resistances	
Physical	100%
Water	varies*
Light	100%
Fire	varies*
Storm	varies*
Dark	100%

HP	9700
EXP	4850
Guilders	4600

Recruit: —

Location: The Ivory Tower

Drop: —

Steal: jumbo moondrop (26%)

*Aura of Water (Water 50%, Fire 100%, Storm 150%); Aura of Storm (Water 100%, Fire 150%, Storm 50%); Aura of Fire (Water 150%, Fire 50%, Storm 100%)

Mortui



Ghost Wisperer 278

188	165	Unconciousness	△
129	140	Stun	—
121	148	Nix	○
		Petrification	○
		Confusion	—
		Blindness	△
		Sleep	—
		Poison	—
		Curse	—

Affinities/Resistances	
Physical	100%
Water	150%
Light	150%
Fire	50%
Storm	100%
Dark	50%

HP	449
EXP	129
Guilders	209

Recruit: 6.4%

Location: Nevermore

Drop: stone-be-gone (10%); star crystal (20%)

Steal: stone-be-gone (25%); Dark Cloud gem (5%)

Mortui



Girlfiend 281

99	103	Unconciousness	△
75	83	Stun	—
70	74	Nix	○
		Petrification	○
		Confusion	—
		Blindness	△
		Sleep	—
		Poison	—
		Curse	—

Affinities/Resistances	
Physical	100%
Water	100%
Light	150%
Fire	100%
Storm	100%
Dark	50%

HP	216
EXP	54
Guilders	87

Recruit: 13%

Location: The Tombstone Trail

Drop: planetdrop (20%); angula (4%)

Steal: fluffy rice (20%); bass bell (20%)

Nobilia



Gladiataur 339

38	33	Unconciousness	×
24	27	Stun	×
29	49	Nix	×
		Petrification	×
		Confusion	×
		Blindness	×
		Sleep	◎
		Poison	×
		Curse	×

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	130%
Dark	100%

HP	520
EXP	195
Guilders	300

Recruit: —

Location: Golden Grove

Drop: Spirit of the Glade (100%)

Steal: —

Milites



Gobfather 010

115	115	Unconciousness	○
42	56	Stun	—
64	98	Nix	—
		Petrification	—
		Confusion	○
		Blindness	—
		Sleep	—
		Poison	△
		Curse	△

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

HP	259
EXP	74
Guilders	112

Recruit: 6.4%

Location: Skull Mountain - North

Drop: black truffle (8%); pixie dew (4%)

Steal: black truffle (20%); pixie dew (18%)

Milites



Gobfather (golden) 418

258	243	Unconciousness	○
160	197	Stun	—
97	224	Nix	—
		Petrification	—
		Confusion	○
		Blindness	—
		Sleep	—
		Poison	△
		Curse	△

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

HP	645
EXP	382
Guilders	462

Recruit: 4.8%

Location: Miasma Marshes (Available post-clear)

Drop: star crystal (25%); kaleidostone (4%)

Steal: star crystal (30%); troll's tears (20%)

Milites



Gobforsaken 012

184	172	Unconciousness	○
145	152	Stun	—
134	154	Nix	—
		Petrification	—
		Confusion	○
		Blindness	—
		Sleep	—
		Poison	△
		Curse	△

Affinities/Resistances	
Physical	100%
Water	100%
Light	150%
Fire	100%
Storm	100%
Dark	50%

HP	452
EXP	145
Guilders	204

Recruit: 4%

Location: Nevermore

Drop: cappuccino (10%); big babana (5%)

Steal: cappuccino (25%); jumbo sundrop (20%)

Milites



Gobforsaken (golden) 420

282	264	Unconciousness	○
180	217	Stun	—
131	250	Nix	—
		Petrification	—
		Confusion	○
		Blindness	—
		Sleep	—
		Poison	△
		Curse	△

Affinities/Resistances	
Physical	100%
Water	100%
Light	150%
Fire	100%
Storm	100%
Dark	50%

HP	721
EXP	429
Guilders	515

Recruit: 3%

Location: Nevermore (Available post-clear)

Drop: star pearl (10%); angel's wings (4%)

Steal: star pearl (20%); steam hammer (5%)

Milites



Gobspeed 011

164	152	Unconciousness	○
58	112	Stun	—
101	115	Nix	—
		Petrification	—
		Confusion	○
		Blindness	—
		Sleep	—
		Poison	△
		Curse	△

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

HP	388
EXP	109
Guilders	164

Recruit: 4%

Location: Billy Goat's Bluff - South

Drop: drakestone (12%); sun crystal (20%)

Steal: drakestone (30%); sun crystal (20%)

◎ = highly vulnerable ○ = vulnerable △ = resistant × = immune

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Gobspeed (golden) 419

Militas



HP	675
EXP	404
Guilders	499

Recruit: 3%

269		256	
165		204	
114		239	

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	○
Stun	–
Nix	–
Petrification	–
Confusion	○
Blindness	–
Sleep	–
Poison	△
Curse	△

Location: Nevermore (Available post-clear)

Drop: sun crystal (25%), nostrum (4%)

Steal: sun crystal (30%), glowstone (20%)

Gruffian 023

Bestiae



HP	451
EXP	142
Guilders	198

Recruit: 4%

188		173	
125		132	
138		156	

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	△
Sleep	○
Poison	–
Curse	–

Location: Nevermore

Drop: stardrop (25%), powerstone (4%)

Steal: stardrop (35%), powerstone (18%)

Grandsun 230

Arcana



HP	298
EXP	77
Guilders	137

Recruit: 10.4%

115		121	
65		80	
111		105	

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	–

Location: The Genie's Steps - North

Drop: sundrop (20%), drakestone (5%)

Steal: sundrop (32%), drakestone (20%)

Grumpeafowl 091

Aves



HP	265
EXP	65
Guilders	121

Recruit: 12.5%

109		108	
32		75	
64		102	

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	○
Sleep	△
Poison	–
Curse	–

Location: Shipwreck Shore

Drop: sleep-be-gone (8%), gnomebeard (4%)

Steal: sleep-be-gone (20%), Drowsy Drops gem (5%)

Green Buncher 165

Flora



HP	95
EXP	31
Guilders	10

Recruit: 6%

47		43	
18		23	
19		33	

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	–
Stun	△
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	○

Location: Shimmering Sands - West

Drop: babana (8%), salted ice cream (4%)

Steal: babana (20%), springwater (18%)

Guardian of the Woods 335

Nobilia



HP	152
EXP	90
Guilders	75

Recruit: —

23		13	
11		13	
14		29	

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	130%
Storm	50%
Dark	100%

Ailments	
Unconciousness	×
Stun	×
Nix	△
Petrification	×
Confusion	×
Blindness	△
Sleep	×
Poison	△
Curse	△

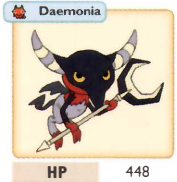
Location: Deep Dark Wood

Drop: Spirit of the Woods (100%)

Steal: —

Grimpaler 263

Daemonia



HP	448
EXP	124
Guilders	202

Recruit: 4%

187		169	
105		135	
163		133	

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	100%
Storm	150%
Dark	50%

Ailments	
Unconciousness	△
Stun	–
Nix	–
Petrification	○
Confusion	○
Blindness	–
Sleep	–
Poison	–
Curse	△

Location: Nevermore

Drop: moondrop (25%), planet crystal (20%)

Steal: moondrop (35%), planet crystal (25%)

Hackrabbot 112

Minima



HP	383
EXP	99
Guilders	178

Recruit: 4%

160		150	
67		106	
106		160	

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	△
Blindness	–
Sleep	○
Poison	–
Curse	–

Location: Billy Goat's Bluff - South

Drop: iron diamond (12%), fogdrop (4%)

Steal: iron diamond (30%), pixie dew (18%)

Grimray 071

Aquatica



HP	230
EXP	61
Guilders	99

Recruit: 6.5%

110		103	
91		86	
72		107	

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	△
Confusion	–
Blindness	–
Sleep	–
Poison	○
Curse	–

Location: Sea - Northwest of The Summerlands

Drop: stardrop (20%), fairy chocolate (3%)

Steal: planetdrop (32%), fairy chocolate (15%)

Hickory Dock 337

Nobilia



HP	365
EXP	125
Guilders	100

Recruit: —

30		29	
17		19	
23		41	

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	130%
Storm	100%
Dark	100%

Ailments	
Unconciousness	×
Stun	×
Nix	△
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	△
Curse	△

Location: Ding Dong Well

Drop: —

Steal: —

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Hierophant — 044

Bestiae



	201		189
	185		145
	88		166

Affinities/Resistances	
Physical	150%
Water	50%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

HP	536
EXP	170
Guilders	236
Recruit	4%

Location
Nazcaä

Drop
big babana (12%)
powerstone (4%)

Steal
big babana (30%)
Whirly Whirlies gem (5%)

Hierophant (golden) — 412

Bestiae



	268		261
	191		226
	129		239

Affinities/Resistances	
Physical	150%
Water	50%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

HP	835
EXP	421
Guilders	527
Recruit	3%

Location
Golden Grove
(Available post-clear)

Drop
moon crystal (25%)
great sage's secret (4%)

Steal
moon crystal (30%)
harrowfang (5%)

Hip-Hooray — 070

Aquatica



	102		92
	80		74
	88		87

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	△
Confusion	—
Blindness	—
Sleep	—
Poison	○
Curse	—

HP	236
EXP	57
Guilders	98
Recruit	10.4%

Location
Sea - North of The Summerlands

Drop
moondrop (20%)
wetstone (4%)

Steal
sundrop (32%)
wetstone (18%)

Hippeafowl — 090

Aves



	66		68
	44		53
	53		92

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	○
Sleep	△
Poison	—
Curse	—

HP	154
EXP	37
Guilders	32
Recruit	20%

Location
Robinson Island

Drop
iced coffee (10%)
rings-a-bell (4%)

Steal
iced coffee (25%)
baneflower (18%)

Hog-Goblin — 009

Milites



	65		55
	21		26
	40		62

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	○
Stun	—
Nix	—
Petrification	—
Confusion	○
Blindness	—
Sleep	—
Poison	△
Curse	△

HP	156
EXP	43
Guilders	25
Recruit	8%

Location
The Bayous - West

Drop
confusion-be-gone (10%)
planetdrop (15%)

Steal
confusion-be-gone (25%)
planetdrop (25%)

Hog-Goblin (golden) — 417

Milites



	247		231
	148		181
	89		211

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	○
Stun	—
Nix	—
Petrification	—
Confusion	○
Blindness	—
Sleep	—
Poison	△
Curse	△

HP	156
EXP	43
Guilders	25
Recruit	6%

Location
Miasma Marshes
(Available post-clear)

Drop
moon crystal (25%)
scroll of truth (4%)

Steal
moon crystal (30%)
enigma armor (5%)

Hoggle-Boggle — 271

Daemonia



	178		165
	119		132
	136		134

Affinities/Resistances	
Physical	100%
Water	100%
Light	150%
Fire	100%
Storm	150%
Dark	50%

Ailments	
Unconciousness	△
Stun	—
Nix	—
Petrification	○
Confusion	○
Blindness	—
Sleep	—
Poison	—
Curse	△

HP	447
EXP	123
Guilders	210
Recruit	9%

Location
Nevermore

Drop
sundrop (25%)
jumbo sundrop (5%)

Steal
sundrop (35%)
necromancer's mantle (5%)

Honky-Tonker — 252

Arcana



	209		220
	244		157
	139		197

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	—

HP	508
EXP	178
Guilders	272
Recruit	4%

Location
The Ivory Tower

Drop
tachestone (12%)
all-seeing eye (5%)

Steal
tachestone (30%)
beast-hide cloak (5%)

Honky-Tonker (golden) — 424

Arcana



	269		262
	172		237
	271		273

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	—

HP	742
EXP	411
Guilders	577
Recruit	3%

Location
The Tombstone Trail
(Available post-clear)

Drop
star crystal (25%)
troll's tears (4%)

Steal
star crystal (30%)
scroll of truth (20%)

Hooray — 069

Aquatica



	73		72
	36		51
	64		68

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	△
Confusion	—
Blindness	—
Sleep	—
Poison	○
Curse	—

HP	157
EXP	44
Guilders	26
Recruit	13%

Location
Sea - South of The Summerlands

Drop
moondrop (20%)
strong coffee (4%)

Steal
moondrop (32%)
cloud cover (5%)

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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Minima



Horrid Floret 107

HP	363		
EXP	92		
Guilders	176		
144	143		
126	114		
127	133		

Affinities/Resistances

Physical	100%
Water	150%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments

Unconsciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	△
Blindness	—
Sleep	○
Poison	—
Curse	—

Recruit 9%

Location
Russet Isle

Drop
stardrop (25%)
sarsaparilla sundae (3%)

Steal
stardrop (35%)
tealwood (18%)

Daemonia



Hymnpaler 264

HP	508		
EXP	181		
Guilders	257		
215	213		
220	173		
145	197		

Affinities/Resistances

Physical	150%
Water	100%
Light	50%
Fire	100%
Storm	100%
Dark	100%

Ailments

Unconsciousness	△
Stun	—
Nix	—
Petrification	○
Confusion	○
Blindness	—
Sleep	—
Poison	—
Curse	△

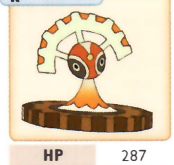
Recruit 4%

Location
The Ivory Tower

Drop
meteorite fragment (12%)
pie on the bone (4%)

Steal
meteorite fragment (30%)
Light Relief gem (5%)

Automata



Hot Cog 142

HP	287		
EXP	76		
Guilders	134		
115	116		
98	78		
62	106		

Affinities/Resistances

Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments

Unconsciousness	—
Stun	○
Nix	○
Petrification	—
Confusion	△
Blindness	—
Sleep	△
Poison	△
Curse	—

Recruit 6.4%

Location
The Barrens

Drop
confusion-be-gone (10%)
moon crystal (15%)

Steal
confusion-be-gone (25%)
moon crystal (20%)

Bestiae



Hyperboar 039

HP	438		
EXP	106		
Guilders	155		
163	124		
61	112		
112	96		

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconsciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

Recruit 6.5%

Location
Billy Goat's Bluff - South

Drop
sleep-be-gone (10%)
rumblenut (4%)

Steal
sleep-be-gone (25%)
fogdrop (18%)

Nobilia



Hubber Blubber 305

HP	567		
EXP	157		
Guilders	152		
99	87		
112	110		
79	81		

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments

Unconsciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

Recruit —

Location
Mummy's Tummy

Drop
—

Steal
—

Daemonia



Ice Maiden 253

HP	315		
EXP	84		
Guilders	161		
117	133		
135	108		
86	122		

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconsciousness	△
Stun	—
Nix	—
Petrification	○
Confusion	○
Blindness	—
Sleep	—
Poison	—
Curse	△

Recruit 8%

Location
Winter Wonderlands - North

Drop
snow radish (10%)
blizzard bloom (4%)

Steal
snow radish (25%)
Snowball gem (5%)

Arcana



Hullaballoon 241

HP	125		
EXP	34		
Guilders	23		
52	56		
32	41		
31	42		

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments

Unconsciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	—

Recruit 8%

Location
Old Smoky

Drop
crispy lettuce (8%)
moondrop (15%)

Steal
sundae (25%)
sundrop (25%)

Daemonia



Ice Queen 254

HP	338		
EXP	94		
Guilders	167		
123	139		
143	122		
105	118		

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconsciousness	△
Stun	—
Nix	—
Petrification	○
Confusion	○
Blindness	—
Sleep	—
Poison	—
Curse	△

Recruit 6.4%

Location
The Glittering Grotto

Drop
fluffy rice (8%)
fairy chocolate (4%)

Steal
fluffy rice (20%)
woodsman's knife (5%)

Milites



Hurly 017

HP	273		
EXP	63		
Guilders	106		
115	100		
42	53		
32	66		

Affinities/Resistances

Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments

Unconsciousness	○
Stun	—
Nix	—
Petrification	—
Confusion	○
Blindness	—
Sleep	—
Poison	△
Curse	△

Recruit 6%

Location
No Longer Mine

Drop
sturdy shinbone (12%)
game pie (4%)

Steal
sturdy shinbone (30%)
game pie (18%)

Daemonia



Impaler 262

HP	169		
EXP	45		
Guilders	60		
78	80		
52	67		
81	66		

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments

Unconsciousness	△
Stun	—
Nix	—
Petrification	○
Confusion	○
Blindness	—
Sleep	—
Poison	—
Curse	△

Recruit 6.4%

Location
Sea - North of Autumnia

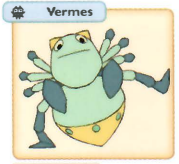
Drop
nix-be-gone (10%)
drill screw (5%)

Steal
nix-be-gone (25%)
Fling Flame gem (5%)

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Vermes

Incy 189



	31		31
	14		17
	20		25

HP	65
EXP	21
Guilders	6

Recruit: 13%

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	◯
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	△
Curse	—

Location: Golden Grove

Drop: crispy lettuce (8%); iced coffee (4%)

Steal: confusion-be-gone (25%); sandwich (18%)

Bestiae

Jabberguppy 032



	126		137
	95		81
	110		113

HP	316
EXP	75
Guilders	151

Recruit: 4%

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	◯
Poison	—
Curse	—

Location: Winter Wonderlands - North

Drop: sundrop (20%); iron diamond (5%)

Steal: sundrop (32%); iron diamond (20%)

Bestiae

Inphant 041



	16		11
	5		10
	7		9

HP	18
EXP	6
Guilders	3

Recruit: 8%

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	◯
Poison	—
Curse	—

Location: Rolling Hills - East

Drop: white bread (30%); supple leather (5%)

Steal: white bread (25%); supple leather (18%)

Nymphae

Jackpotty 210



	96		93
	89		88
	71		107

HP	214
EXP	58
Guilders	99

Recruit: 10.4%

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	△
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	◯

Location: Sea - North of The Summerlands

Drop: sleep-be-gone (10%); shadowglass (4%)

Steal: sleep-be-gone (25%); shadowglass (18%)

Bestiae

Inphant (golden) 409



	233		230
	157		194
	79		203

HP	661
EXP	346
Guilders	465

Recruit: 6%

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	◯
Poison	—
Curse	—

Location: Golden Grove (Available post-clear)

Drop: sun crystal (25%); all-seeing eye (5%)

Steal: sun crystal (30%); celestial armor (5%)

Minima

Jackrabbot 110



	98		92
	53		68
	62		105

HP	172
EXP	54
Guilders	73

Recruit: 6.4%

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	△
Blindness	—
Sleep	◯
Poison	—
Curse	—

Location: The Pig Iron Plain - South

Drop: sundrop (20%); gnomebeard (4%)

Steal: sundrop (32%); pointy hat (5%)

Automata

Iron-Man 146



	118		115
	61		113
	58		104

HP	316
EXP	73
Guilders	130

Recruit: 4.8%

Affinities/Resistances	
Physical	70%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconciousness	—
Stun	◯
Nix	◯
Petrification	—
Confusion	△
Blindness	—
Sleep	△
Poison	△
Curse	—

Location: No Longer Mine

Drop: drill screw (12%); raw steel (4%)

Steal: drill screw (30%); water seal (5%)

Nobilia

Jelly Baby 349



	76		75
	40		53
	73		96

HP	136
EXP	—
Guilders	—

Recruit: —

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	130%
Storm	100%
Dark	100%

Ailments	
Unconciousness	×
Stun	×
Nix	△
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	△

Location: Mummy's Tummy

Drop: —

Steal: —

Bestiae

Jabber 029



	17		11
	8		7
	14		18

HP	16
EXP	7
Guilders	3

Recruit: 8%

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	◯
Poison	—
Curse	—

Location: Deep Dark Wood

Drop: crunchy carrot (8%); iced coffee (4%)

Steal: crunchy carrot (20%); iced coffee (18%)

Nobilia

Jetsam 361



	131		82
	58		83
	71		120

HP	1420
EXP	—
Guilders	—

Recruit: —

Affinities/Resistances	
Physical	50%
Water	100%
Light	100%
Fire	100%
Storm	130%
Dark	100%

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	△
Sleep	×
Poison	×
Curse	×

Location: Black Porpoise

Drop: —

Steal: jumbo stardrop (26%)

◎ = highly vulnerable ◯ = vulnerable △ = resistant × = immune

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Nobilia



Khulan's Nightmare 366

HP	5930
EXP	2480
Guilders	2850

Recruit: —

Location: Perdida

153		129	
111		134	
159		138	

Affinities/Resistances	
Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	×
Stun	×
Nix	△
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

Drop: cherub's wing (100%)

Steal: —

Minima



Lickety-Spitoo 135

HP	266
EXP	72
Guilders	141

Recruit: 9%

Location: The Spindle

111		105	
108		90	
115		125	

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	△
Blindness	—
Sleep	○
Poison	—
Curse	—

Drop: blindness-be-gone (10%); iron diamond (5%)

Steal: blindness-be-gone (25%); iron diamond (20%)

Nobilia



King Tom XIV 375

HP	4300
EXP	3900
Guilders	4200

Recruit: —

Location: Ding Dong Dell (after manna event)

210		218	
167		151	
159		201	

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	△
Sleep	×
Poison	×
Curse	×

Drop: —

Steal: cat king's claws (18%)

Daemonia



Lightshade 257

HP	80
EXP	26
Guilders	14

Recruit: 8%

Location: Shimmering Sands - East

42		43	
27		36	
26		47	

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	△
Stun	—
Nix	—
Petrification	○
Confusion	○
Blindness	—
Sleep	—
Poison	—
Curse	△

Drop: yogurt (10%); sweetie pie (4%)

Steal: yogurt (25%); booster shoots (18%)

Arcana



Kipper 237

HP	173
EXP	40
Guilders	36

Recruit: 13%

Location: Sea - Southeast of The Summerlands

81		77	
67		74	
73		87	

Affinities/Resistances	
Physical	150%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	—

Drop: sleep-be-gone (10%); r by ripple ice cream (3%)

Steal: sleep-be-gone (25%); babana flan (15%)

Milites



Little Bighorn 001

HP	104
EXP	34
Guilders	13

Recruit: 8%

Location: Smoky Mountains

47		56	
27		36	
33		47	

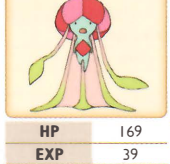
Affinities/Resistances	
Physical	85%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	◎
Stun	—
Nix	—
Petrification	—
Confusion	◎
Blindness	—
Sleep	—
Poison	△
Curse	△

Drop: crunchy carrot (10%); sour sundae (4%)

Steal: crunchy carrot (25%); sandwich (18%)

Nymphae



Lagoon Naiad 193

HP	169
EXP	39
Guilders	45

Recruit: 8%

Location: Friday Island

64		63	
68		67	
46		71	

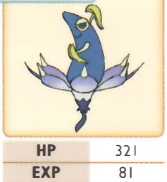
Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	△
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	○

Drop: poison-be-gone (10%); springwater (4%)

Steal: poison-be-gone (25%); ruby ripple ice cream (15%)

Flora



Lotus Bubbud 163

HP	321
EXP	81
Guilders	157

Recruit: 4%

Location: Winter Wonderlands - North

120		126	
123		125	
84		101	

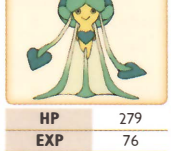
Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	△
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	○

Drop: nix-be-gone (10%); Healing Tear gem (2%)

Steal: nix-be-gone (25%); star crystal (20%)

Nymphae



Lesser Spotted Naiad 195

HP	279
EXP	76
Guilders	138

Recruit: 4%

Location: Sea - The Spring Isles

114		109	
102		109	
92		111	

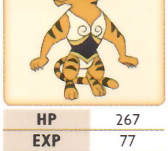
Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	△
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	○

Drop: confusion-be-gone (10%); cappuccino (4%)

Steal: confusion-be-gone (25%); Rise and Shine gem (5%)

Bestiae



Lubber Cub 046

HP	267
EXP	77
Guilders	125

Recruit: 4.8%

Location: Shipwreck Shore

119		116	
31		66	
112		106	

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

Drop: yogurt (8%); planet crystal (15%)

Steal: yogurt (20%); planet crystal (20%)

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Lumberwood — 157

Flora



HP	316
EXP	78
Guilders	125

118	115		
61	113		
58	104		

Recruit: 6%

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	150%
Storm	50%
Dark	100%

Ailments

Unconciousness	—
Stun	△
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	○

Location: No Longer Mine

Drop: fishburger (12%); star crystal (15%)

Steal: fishburger (25%); pure steel armor (5%)

Mahanaja — 219

Dracones



HP	524
EXP	167
Guilders	268

218	215		
218	168		
134	181		

Recruit: 6.5%

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments

Unconciousness	△
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	○
Curse	—

Location: The Ivory Tower

Drop: moon crystal (25%); jumbo moondrop (5%)

Steal: moon crystal (35%); jumbo moondrop (20%)

Madcap — 171

Flora



HP	364
EXP	97
Guilders	169

148	143		
125	119		
83	124		

Recruit: 12.5%

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments

Unconciousness	—
Stun	△
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	○

Location: Billy Goat's Bluff - South

Drop: blindness-be-gone (10%); all-be-gone (3%)

Steal: blindness-be-gone (25%); pie on the bone (15%)

Major Byrde — 078

Aves



HP	239
EXP	68
Guilders	122

105	108		
85	80		
95	94		

Recruit: 6.4%

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments

Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	○
Sleep	△
Poison	—
Curse	—

Location: Skull Mountain - North

Drop: nix-be-gone (8%); gustplume (5%)

Steal: nix-be-gone (20%); gustplume (20%)

Magimech — 313

Nobilia



HP	1178
EXP	595
Guilders	815

232	230		
161	209		
154	187		

Recruit: —

Affinities/Resistances

Physical	100%
Water	150%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments

Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

Location: The Ivory Tower

Drop: —

Steal: —

Mama Sasquash — 056

Bestiae



HP	367
EXP	86
Guilders	168

131	143		
81	83		
79	123		

Recruit: 4%

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

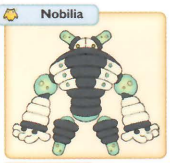
Location: The Glittering Grotto

Drop: sturdy shinbone (12%); breeze cake (3%)

Steal: sturdy shinbone (30%); storm serpent scales (5%)

Magimech Master — 316

Nobilia



HP	1332
EXP	702
Guilders	943

257	264		
184	258		
186	221		

Recruit: —

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments

Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

Location: The Ivory Tower

Drop: —

Steal: —

Manglerfish — 059

Aquatica



HP	335
EXP	91
Guilders	131

133	135		
81	94		
58	106		

Recruit: 4%

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconciousness	—
Stun	—
Nix	—
Petrification	△
Confusion	—
Blindness	—
Sleep	—
Poison	○
Curse	—

Location: Winter Wonderlands - North

Drop: sleep-be-gone (10%); cappuccino (4%)

Steal: sleep-be-gone (25%); beetle horn (5%)

Magimech Sentry — 315

Nobilia



HP	1308
EXP	678
Guilders	905

248	252		
181	241		
173	208		

Recruit: —

Affinities/Resistances

Physical	100%
Water	150%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments

Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

Location: The Ivory Tower

Drop: —

Steal: —

Manic Magimech — 314

Nobilia



HP	1254
EXP	637
Guilders	862

239	241		
173	222		
162	199		

Recruit: —

Affinities/Resistances

Physical	100%
Water	150%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments

Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

Location: The Ivory Tower

Drop: —

Steal: —

◎ = highly vulnerable ○ = vulnerable △ = resistant × = immune

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Daemonia



Medixx 267

	219		215
	240		199
	143		195

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	△
Stun	—
Nix	—
Petrification	○
Confusion	○
Blindness	—
Sleep	—
Poison	—
Curse	△

HP	534
EXP	175
Guilders	265

Recruit: 3%

Location: The Ivory Tower

Drop: planet crystal (25%); jumbo stardrop (5%)

Steal: planet crystal (35%); celestial sword (5%)

Aves



Minor Byrde 077

	10		7
	8		8
	8		7

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	○
Sleep	△
Poison	—
Curse	—

HP	8
EXP	3
Guilders	4

Recruit: 8%

Location: Rolling Hills

Drop: dumpty egg (8%); plainswort (4%)

Steal: dumpty egg (20%); plainswort (18%)

Automata



Megalith 138

	111		135
	83		85
	65		85

Affinities/Resistances	
Physical	70%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	○
Nix	○
Petrification	—
Confusion	△
Blindness	—
Sleep	△
Poison	△
Curse	—

HP	276
EXP	71
Guilders	138

Recruit: 6.4%

Location: The Vault of Tears

Drop: stardrop (20%); dragonstooth ring (2%)

Steal: stardrop (32%); phoenix feather (18%)

Milites



Mite 013

	107		108
	51		61
	87		85

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments	
Unconciousness	○
Stun	—
Nix	—
Petrification	—
Confusion	○
Blindness	—
Sleep	—
Poison	△
Curse	△

HP	251
EXP	65
Guilders	109

Recruit: 6%

Location: Ugly Duckling Isle

Drop: emberstone (12%); cheeseburger (4%)

Steal: emberstone (30%); Pebble Pelt gem (5%)

Milites



Mermite 016

	207		210
	141		177
	144		169

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	○
Stun	—
Nix	—
Petrification	—
Confusion	○
Blindness	—
Sleep	—
Poison	△
Curse	△

HP	534
EXP	195
Guilders	247

Recruit: 3%

Location: The Ivory Tower

Drop: meteorite fragment (12%); sarsaparilla sundae (4%)

Steal: meteorite fragment (30%); brinkman's badge (5%)

Aves



Mohawk 082

	69		69
	30		45
	58		84

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	○
Sleep	△
Poison	—
Curse	—

HP	159
EXP	41
Guilders	47

Recruit: 10.4%

Location: Teeheeti

Drop: emberstone (12%); wildflower sundae (4%)

Steal: emberstone (30%); carrot cake (18%)

Dracones



Messy Plessie 214

	129		134
	70		103
	94		126

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	△
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	○
Curse	—

HP	342
EXP	86
Guilders	145

Recruit: 6.4%

Location: Winter Wonderlands - South

Drop: caramels (8%); gustplume (5%)

Steal: caramels (20%); gustplume (20%)

Nobilia



Moltaan 344

	74		64
	35		66
	42		81

Affinities/Resistances	
Physical	100%
Water	130%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	△
Curse	×

HP	1375
EXP	650
Guilders	420

Recruit: —

Location: Old Smoky

Drop: Spirit of the Flame (100%)

Steal: —

Milites



Mighty Mite 014

	146		145
	84		121
	127		136

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments	
Unconciousness	○
Stun	—
Nix	—
Petrification	—
Confusion	○
Blindness	—
Sleep	—
Poison	△
Curse	△

HP	393
EXP	105
Guilders	168

Recruit: 4.8%

Location: Billy Goat's Bluff - North

Drop: cheeseburger (10%); sarsaparilla sundae (4%)

Steal: cheeseburger (25%); bluster blade (5%)

Automata



Monolith 137

	55		91
	43		45
	42		56

Affinities/Resistances	
Physical	80%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	○
Nix	○
Petrification	—
Confusion	△
Blindness	—
Sleep	△
Poison	△
Curse	—

HP	65
EXP	37
Guilders	32

Recruit: 8%

Location: The Bayous - West

Drop: creamy milk (8%); shadowglass (4%)

Steal: creamy milk (20%); shinbone shield (5%)

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Mortui



Mumbo Zombo 292

180	168	Unconciousness	△
145	118	Stun	–
69	144	Nix	○

Affinities/Resistances	
Physical	100%
Water	100%
Light	150%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Petrification	○
Confusion	–
Blindness	△
Sleep	–
Poison	–
Curse	–

HP	436
EXP	133
Guilders	223

Recruit 6.5%

Location: Nevermore

Drop: bubble pipe (12%), jumbo moondrop (5%)

Steal: bubble pipe (30%), jumbo moondrop (20%)

Automata



Neolith 140

217	233	Unconciousness	–
200	205	Stun	○
82	191	Nix	○

Affinities/Resistances	
Physical	60%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Petrification	–
Confusion	△
Blindness	–
Sleep	△
Poison	△
Curse	–

HP	512
EXP	179
Guilders	258

Recruit 4%

Location: The Ivory Tower

Drop: star pearl (12%), snowdrop bonbons (3%)

Steal: star pearl (30%), Leech gem (5%)

Dracones



Naja 217

24	21	Unconciousness	△
16	11	Stun	–
19	28	Nix	–

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	○
Curse	–

HP	33
EXP	12
Guilders	8

Recruit 13%

Location: Ding Dong Well

Drop: flan (20%), springwater (4%)

Steal: flan (20%), springwater (18%)

Flora



Nightcap 172

202	183	Unconciousness	–
180	142	Stun	△
101	162	Nix	–

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments	
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	○

HP	483
EXP	151
Guilders	241

Recruit 12.5%

Location: Nazcaä

Drop: crownberries (12%), sprite dew (4%)

Steal: crownberries (30%), seeds of discord (20%)

Dracones



Najalisk 218

114	112	Unconciousness	△
73	68	Stun	–
93	102	Nix	–

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	○
Curse	–

HP	108
EXP	80
Guilders	127

Recruit 10.4%

Location: The Vault of Tears

Drop: strong coffee (10%), cheeseburger (4%)

Steal: strong coffee (20%), giant's fingernails (5%)

Daemonia



Nightshade 260

222	214	Unconciousness	△
184	197	Stun	–
137	216	Nix	–

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Petrification	○
Confusion	○
Blindness	–
Sleep	–
Poison	–
Curse	△

HP	528
EXP	172
Guilders	282

Recruit 4%

Location: The Ivory Tower

Drop: moon crystal (25%), seeds of discord (5%)

Steal: moon crystal (35%), cat king's claws (5%)

Dracones



Najapatra 220

121	118	Unconciousness	△
79	81	Stun	–
99	111	Nix	–

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments	
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	○
Curse	–

HP	321
EXP	85
Guilders	139

Recruit 6.5%

Location: The Vault of Tears

Drop: moondrop (20%), stone-be-gone (4%)

Steal: moondrop (32%), stone-be-gone (18%)

Vermes



Obscuroboros 187

118	113	Unconciousness	○
85	94	Stun	–
95	114	Nix	–

Affinities/Resistances	
Physical	100%
Water	100%
Light	150%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	△
Curse	–

HP	313
EXP	76
Guilders	136

Recruit 12.5%

Location: The Vault of Tears

Drop: poison-be-gone (10%), baneflower (4%)

Steal: poison-be-gone (25%), stone-be-gone (18%)

Flora



Napcap 169

27	28	Unconciousness	–
26	29	Stun	△
21	28	Nix	–

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments	
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	○

HP	42
EXP	14
Guilders	12

Recruit 25%

Location: Golden Grove

Drop: sundae (20%), glowcap (4%)

Steal: sundae (25%), plainswort (18%)

Vermes



Oroboros 185

9	7	Unconciousness	○
8	7	Stun	–
9	9	Nix	–

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	△
Curse	–

HP	11
EXP	3
Guilders	2

Recruit 25%

Location: Rolling Hills

Drop: dumpty egg (8%), iced coffee (4%)

Steal: dumpty egg (20%), iced coffee (18%)

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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Aves



Paladin Partridge 099

	220		217
	187		182
	133		206

Affinities/Resistances	
Physical	100%
Water	100%
Light	50%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	○
Sleep	△
Poison	–
Curse	–

HP	517
EXP	177
Guilders	269
Recruit	4%

Location
The Ivory Tower

Drop
tealwood (10%)
snowflake (4%)

Steal
tealwood (25%)
dragon lance (5%)

Nobilia



Philip's Nightmare 367

	132		155
	108		143
	163		129

Affinities/Resistances	
Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	×
Stun	×
Nix	△
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

HP	4560
EXP	2630
Guilders	2980
Recruit	—

Location
Motorville

Drop
—

Steal
—

Automata



Paleolith 139

	196		219
	151		193
	121		165

Affinities/Resistances	
Physical	60%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	–
Stun	○
Nix	○
Petrification	–
Confusion	△
Blindness	–
Sleep	△
Poison	△
Curse	–

HP	431
EXP	162
Guilders	247
Recruit	4%

Location
Nazcaä

Drop
poison-be-gone (10%)
jumbo moondrop (5%)

Steal
poison-be-gone (25%)
jumbo moondrop (20%)

Minima



Pike Tyke 116

	121		114
	66		117
	113		132

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	△
Blindness	–
Sleep	○
Poison	–
Curse	–

HP	294
EXP	76
Guilders	123
Recruit	6.5%

Location
The Spindle

Drop
nix-be-gone (10%)
jade marble (4%)

Steal
nix-be-gone (25%)
jade marble (18%)

Bestiae



Papa Sasquash 055

	134		138
	75		85
	91		119

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	△
Sleep	○
Poison	–
Curse	–

HP	351
EXP	96
Guilders	146
Recruit	4%

Location
The Glittering Grotto

Drop
snow radish (8%)
pixie dew (4%)

Steal
snow radish (20%)
frosty flan (15%)

Dracones



Plessie 213

	87		86
	60		80
	67		74

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	△
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	○
Curse	–

HP	189
EXP	51
Guilders	61
Recruit	8%

Location
Sea - North of Autumnia

Drop
curse-be-gone (10%)
wetstone (4%)

Steal
curse-be-gone (25%)
wetstone (18%)

Vermes



Petramander 184

	194		192
	168		164
	152		171

Affinities/Resistances	
Physical	150%
Water	50%
Light	100%
Fire	50%
Storm	50%
Dark	100%

Ailments	
Unconciousness	○
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	△
Curse	–

HP	498
EXP	162
Guilders	240
Recruit	4%

Location
Nazcaä

Drop
stone-be-gone (10%)
soft scoop ice cream (4%)

Steal
stone-be-gone (25%)
white stag's antler (5%)

Arcana



Pom Pom 233

	28		27
	23		22
	22		29

Affinities/Resistances	
Physical	85%
Water	100%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	–

HP	53
EXP	15
Guilders	13
Recruit	13%

Location
Golden Grove

Drop
supple leather (10%)
springwater (4%)

Steal
crispy lettuce (20%)
booster shoots (18%)

Mortui



Phantasma 283

	181		174
	151		166
	109		154

Affinities/Resistances	
Physical	100%
Water	100%
Light	150%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	△
Stun	–
Nix	○
Petrification	○
Confusion	–
Blindness	△
Sleep	–
Poison	–
Curse	–

HP	428
EXP	136
Guilders	225
Recruit	6.5%

Location
Nevermore

Drop
planetdrop (25%)
jumbo stardrop (5%)

Steal
planetdrop (35%)
jumbo stardrop (20%)

Arcana



Pompeii 235

	103		107
	82		87
	62		98

Affinities/Resistances	
Physical	70%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	–

HP	213
EXP	59
Guilders	100
Recruit	6.5%

Location
Sea - Northwest of The Summerlands

Drop
sundrop (20%)
toadstool sundae (3%)

Steal
sundrop (32%)
skullfang ring (5%)

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Arcana



Pond Pom 234

112	121	Unconciousness	—
84	92	Stun	—
91	98	Nix	—
Physical	80%	Petrification	—
Water	50%	Confusion	—
Light	100%	Blindness	—
Fire	150%	Sleep	—
Storm	100%	Poison	—
Dark	100%	Curse	—

HP	315
EXP	79
Guilders	152

Recruit: 10.4%

Location: The Glittering Grotto

Drop: poison-be-gone (10%); planet crystal (16%)

Steal: poison-be-gone (25%); moon crystal (20%)

Minima



Psych Tyke 115

113	105	Unconciousness	—
75	76	Stun	—
69	104	Nix	—
Physical	100%	Petrification	—
Water	100%	Confusion	△
Light	100%	Blindness	—
Fire	100%	Sleep	○
Storm	100%	Poison	—
Dark	100%	Curse	—

HP	279
EXP	65
Guilders	103

Recruit: 6.5%

Location: Rolling Hills - West

Drop: poison-be-gone (10%); cheeseburger (4%)

Steal: poison-be-gone (25%); cheeseburger (18%)

Nobilia



Porco Grosso 352

119	137	Unconciousness	×
73	75	Stun	×
72	111	Nix	×
Physical	50%	Petrification	×
Water	100%	Confusion	×
Light	100%	Blindness	×
Fire	100%	Sleep	×
Storm	130%	Poison	×
Dark	100%	Curse	×

HP	2540
EXP	1130
Guilders	1630

Recruit: —

Location: Hamelin

Drop: hog's cog (100%)

Steal: tower toppler (18%)

Bestiae



Psychophant 042

118	111	Unconciousness	—
64	68	Stun	—
56	112	Nix	—
Physical	100%	Petrification	—
Water	50%	Confusion	—
Light	100%	Blindness	△
Fire	150%	Sleep	○
Storm	100%	Poison	—
Dark	100%	Curse	—

HP	328
EXP	80
Guilders	117

Recruit: 6.4%

Location: No Longer Mine

Drop: sturdy shinbone (12%); drakestone (5%)

Steal: sturdy shinbone30%); drakestone (20%)

Nobilia



Porco Loco 377

216	220	Unconciousness	×
118	103	Stun	×
153	198	Nix	×
Physical	50%	Petrification	×
Water	100%	Confusion	×
Light	100%	Blindness	×
Fire	100%	Sleep	×
Storm	130%	Poison	×
Dark	100%	Curse	×

HP	2880
EXP	4200
Guilders	4200

Recruit: —

Location: Hamelin

Drop: gyro-grappler (100%)

Steal: jumbo planetdrop (26%)

Bestiae



Psychophant (golden) 410

245	241	Unconciousness	—
169	203	Stun	—
96	216	Nix	—
Physical	100%	Petrification	—
Water	50%	Confusion	—
Light	100%	Blindness	△
Fire	150%	Sleep	○
Storm	100%	Poison	—
Dark	100%	Curse	—

HP	668
EXP	378
Guilders	498

Recruit: 4.8%

Location: Golden Grove (Available post-clear)

Drop: big babana (10%); glowstone (4%)

Steal: big babana (20%); troll's tears (20%)

Nymphae



Potty 209

75	81	Unconciousness	—
58	73	Stun	—
54	81	Nix	△
Physical	100%	Petrification	—
Water	50%	Confusion	—
Light	100%	Blindness	—
Fire	150%	Sleep	—
Storm	100%	Poison	—
Dark	100%	Curse	○

HP	166
EXP	41
Guilders	51

Recruit: 13%

Location: Sea - Southeast of The Summerlands

Drop: blindness-be-gone (10%); bass bell (5%)

Steal: blindness-be-gone (25%); bass bell (20%)

Milites



Purrloiner 005

63	57	Unconciousness	○
31	38	Stun	—
51	70	Nix	—
Physical	100%	Petrification	—
Water	150%	Confusion	○
Light	100%	Blindness	—
Fire	100%	Sleep	—
Storm	100%	Poison	△
Dark	100%	Curse	△

HP	134
EXP	31
Guilders	33

Recruit: 13%

Location: The Bayous - West

Drop: supple leather (12%); moondrop (15%)

Steal: supple leather (30%); burning blade (5%)

Aves



Prohawk 083

149	148	Unconciousness	—
132	103	Stun	—
128	111	Nix	—
Physical	100%	Petrification	—
Water	150%	Confusion	—
Light	100%	Blindness	○
Fire	100%	Sleep	△
Storm	50%	Poison	—
Dark	100%	Curse	—

HP	371
EXP	90
Guilders	163

Recruit: 6.5%

Location: Billy Goat's Bluff - North

Drop: gustplume (12%); cappuccino (4%)

Steal: gustplume (30%); all-be-gone (15%)

Milites



Puss in Boats 008

144	153	Unconciousness	○
121	116	Stun	—
117	123	Nix	—
Physical	100%	Petrification	—
Water	50%	Confusion	○
Light	100%	Blindness	—
Fire	150%	Sleep	—
Storm	100%	Poison	△
Dark	100%	Curse	△

HP	344
EXP	87
Guilders	154

Recruit: 6.5%

Location: The Bayous - West

Drop: supple leather (12%); moondrop (15%)

Steal: supple leather (30%); burning blade (5%)

◎ = highly vulnerable ○ = vulnerable △ = resistant × = immune

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Militas



Puss in Bouts 007

154	144	HP	376
109	109	EXP	92
139	128	Guilders	163

Affinities/Resistances

Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconsciousness	○
Stun	—
Nix	—
Petrification	—
Confusion	○
Blindness	—
Sleep	—
Poison	△
Curse	△

Recruit

6.5%

Location

Billy Goat's Bluff - South

Drop

- green grapes (8%)
- planet crystal (20%)

Steal

- green grapes (20%)
- planet crystal (20%)

Daemonia



Relixx 265

197	188	HP	488
205	182	EXP	156
164	172	Guilders	250

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconsciousness	△
Stun	—
Nix	—
Petrification	○
Confusion	○
Blindness	—
Sleep	—
Poison	—
Curse	△

Recruit

6%

Location

Nazcaä

Drop

- (pair of) black wings (12%)
- espresso (3%)

Steal

- (pair of) black wings (30%)
- radiant blade (5%)

Nobilia



Queen Lowla 376

213	221	HP	5100
157	141	EXP	4100
148	205	Guilders	4200

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconsciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	△
Sleep	×
Poison	×
Curse	△

Recruit

—

Location

Al Mamoon (after manna event)

Drop

—

Steal

- patty cake (36%)

Bestiae



Rhinobore 027

118	102	HP	283
51	65	EXP	68
81	117	Guilders	95

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconsciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

Recruit

9%

Location

Rolling Hills - West

Drop

- tender beef (8%)
- angula (4%)

Steal

- tender beef (20%)
- angula (18%)

Minima



Rabbot 109

22	18	HP	27
14	13	EXP	8
15	21	Guilders	6

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconsciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	△
Blindness	—
Sleep	○
Poison	—
Curse	—

Recruit

8%

Location

Ding Dong Well

Drop

- poison-be-gone (8%)
- iced coffee (4%)

Steal

- poison-be-gone (20%)
- iced coffee (18%)

Bestiae



Rhinosaur 025

14	5	HP	12
5	4	EXP	2
3	3	Guilders	2

Affinities/Resistances

Physical	100%
Water	150%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconsciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

Recruit

18%

Location

Rolling Hills

Drop

- tender beef (8%)
- springwater (4%)

Steal

- tender beef (20%)
- springwater (18%)

Nobilia



Red Dragon 356

132	120	HP	4350
102	85	EXP	1470
98	131	Guilders	2050

Affinities/Resistances

Physical	100%
Water	130%
Light	100%
Fire	50%
Storm	130%
Dark	100%

Ailments	
Unconsciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	△
Curse	×

Recruit

—

Location

Skull Mountain

Drop

—

Steal

- dragon tusk (18%)

Bestiae



Rhinosaw 028

173	155	HP	424
105	127	EXP	125
106	134	Guilders	182

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconsciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

Recruit

9%

Location

Miasma Marshes

Drop

- stardrop (25%)
- star crystal (20%)

Steal

- stardrop (35%)
- star crystal (20%)

Arcana



Red Napper 238

141	144	HP	377
107	131	EXP	87
105	137	Guilders	158

Affinities/Resistances

Physical	150%
Water	100%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconsciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	—

Recruit

10.4%

Location

Turtle Crag

Drop

- creamy milk (8%)
- snow-white ice cream (3%)

Steal

- creamy milk (20%)
- medal of agility (5%)

Bestiae



Rhinosnore 026

59	62	HP	140
37	49	EXP	40
37	61	Guilders	22

Affinities/Resistances

Physical	100%
Water	150%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconsciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

Recruit

14.4%

Location

The Bayous - West

Drop

- fluffy rice (8%)
- glowcap (4%)

Steal

- fluffy rice (20%)
- glowcap (18%)

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Nobilia



Royal Jelly 348

	101		85
	57		89
	84		124

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	130%
Storm	100%
Dark	100%

Ailments	
Unconciousness	×
Stun	×
Nix	△
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	△

HP	3180
EXP	1020
Guilders	1030

Recruit
—

Location
Mummy's Tummy

Drop
Spirit Storm (100%)

Steal
ruby ripple ice cream (26%)

Bestiae



Sasquish 053

	126		130
	56		71
	57		103

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

HP	317
EXP	77
Guilders	132

Recruit
8%

Location
Winter Wonderlands - North

Drop
moondrop (20%)
moon crystal (16%)

Steal
moondrop (32%)
dragonstooth ring (5%)

Bestiae



Ruff 021

	12		8
	6		5
	7		8

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

HP	10
EXP	4
Guilders	3

Recruit
8%

Location
Rolling Hills

Drop
pie (20%)
booster shoots (4%)

Steal
pie (25%)
booster shoots (18%)

Nobilia



Satellite 382

	182		204
	175		218
	191		247

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

HP	1500
EXP	—
Guilders	—

Recruit
—

Location
The Ivory Tower

Drop
—

Steal
—

Bestiae



Ruffian 022

	55		52
	12		34
	38		47

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

HP	107
EXP	36
Guilders	12

Recruit
6.4%

Location
Old Smoky

Drop
sundae (20%)
sundrop (15%)

Steal
cake (25%)
planetdrop (25%)

Mortui



Scrambled Eggroll 294

	153		165
	112		105
	102		110

Affinities/Resistances	
Physical	100%
Water	100%
Light	150%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	△
Stun	—
Nix	○
Petrification	○
Confusion	—
Blindness	△
Sleep	—
Poison	—
Curse	—

HP	290
EXP	100
Guilders	171

Recruit
10.4%

Location
Billy Goat's Bluff - South

Drop
black truffle (8%)
jade marble (4%)

Steal
black truffle (20%)
noble attire (5%)

Nobilia



Rusty's Nightmare 341

	41		38
	60		50
	41		53

Affinities/Resistances	
Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

HP	520
EXP	320
Guilders	320

Recruit
—

Location
Motorville

Drop
—

Steal
—

Bestiae



Scruffian 024

	208		187
	157		168
	159		183

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

HP	491
EXP	165
Guilders	222

Recruit
4%

Location
Nazcaä

Drop
crownberries (12%)
patty cake (3%)

Steal
crownberries (30%)
Heat Ray gem (5%)

Bestiae



Sasquash 054

	131		138
	67		78
	76		127

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

HP	337
EXP	87
Guilders	140

Recruit
6.4%

Location
Winter Wonderlands - North

Drop
green grapes (8%)
sun crystal (15%)

Steal
green grapes (20%)
sun crystal (20%)

Nymphae



Sea Naiad 194

	105		107
	76		83
	65		94

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	△
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	○

HP	260
EXP	71
Guilders	114

Recruit
6.4%

Location
Shipwreck Shore

Drop
fishburger (10%)
gustplume (5%)

Steal
fishburger (25%)
Healing Tear gem (5%)

◎ = highly vulnerable ○ = vulnerable △ = resistant × = immune

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Seed Sprite 201

Nymphae



HP	233
EXP	56
Guilders	123

Recruit: 6%

Location: Ugly Duckling Isle

	98		98
	121		86
	97		72

Affinities/Resistances	
Physical	100%
Water	100%
Light	50%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	△
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	○

Drop
- sleep-be-gone (10%)
- slumbernot leAves (4%)

Steal
- sleep-be-gone (25%)
- Purifying Pulse gem (5%)

Sharper-Parper (golden) 422

Arcana



HP	624
EXP	365
Guilders	524

Recruit: 4.8%

Location: Ding Dong Well (Available post-clear)

	246		239
	154		201
	239		242

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	—

Drop
- planet crystal (25%)
- seeds of discord (5%)

Steal
- planet crystal (30%)
- sorceress's robes (5%)

Shadar

Nobilia



HP	2050
EXP	—
Guilders	—

Recruit: —

Location: At Sea

	92		71
	61		93
	54		101

Affinities/Resistances	
Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

Drop: —

Steal: —

Shonky-Honker 249

Arcana



HP	141
EXP	38
Guilders	34

Recruit: 8%

Location: The Genie's Steps

	64		70
	64		43
	59		60

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	—

Drop
- sandwich (10%)
- stardrop (15%)

Steal
- sandwich (25%)
- stardrop (25%)

Shadar (2nd Fight) 373

Nobilia



HP	3900
EXP	—
Guilders	—

Recruit: —

Location: Nevermore

	203		199
	213		169
	132		167

Affinities/Resistances	
Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

Drop: —

Steal
- wizard's robes (12%)

Shonky-Honker (golden) 421

Arcana



HP	576
EXP	333
Guilders	502

Recruit: 6%

Location: Ding Dong Well (Available post-clear)

	234		227
	141		194
	223		218

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	—

Drop
- (pair of) black wings (10%)
- glowstone (4%)

Steal
- (pair of) black wings (20%)
- mystic's robes (5%)

Sharp-Hooter 103

Aves



HP	519
EXP	176
Guilders	259

Recruit: 6.5%

Location: The Ivory Tower

	218		217
	201		178
	146		181

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	50%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	○
Sleep	△
Poison	—
Curse	—

Drop
- (pair of) black wings (12%)
- snowdrop bonbons (3%)

Steal
- (pair of) black wings (30%)
- snowdrop bonbons (15%)

Shrimpaler 261

Daemonia



HP	121
EXP	33
Guilders	16

Recruit: 8%

Location: Old Smoky

	53		50
	31		40
	34		52

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconciousness	△
Stun	—
Nix	—
Petrification	○
Confusion	○
Blindness	—
Sleep	—
Poison	—
Curse	△

Drop
- cake (20%)
- planetdrop (15%)

Steal
- crispy lettuce (20%)
- moondrop (25%)

Sharper-Parper 250

Arcana



HP	419
EXP	117
Guilders	198

Recruit: 6.4%

Location: Miasma Marshes

	164		156
	169		154
	150		136

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	—

Drop
- planetdrop (25%)
- planet crystal (20%)

Steal
- planetdrop (35%)
- medal of valor (5%)

Siestar Fish 240

Arcana



HP	357
EXP	90
Guilders	169

Recruit: 6.5%

Location: Sea - Southwest of the Spring Realm

	141		147
	143		126
	72		140

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	—

Drop
- planetdrop (25%)
- patty cake (3%)

Steal
- planetdrop (35%)
- fruit flan (15%)

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Vermes

Sillymander 181

	122		115
	83		62
	79		107

HP	315
EXP	77
Guilders	145
Recruit	8%

Affinities/Resistances

Physical	150%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments

Unconciousness	○
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	△
Curse	–

Location

The Vault of Tears

Drop

- caramels (8%)
- sun crystal (15%)

Steal

- caramels (20%)
- sun crystal (20%)



Aquatica

Snapper 067

	123		112
	77		93
	69		108

HP	274
EXP	83
Guilders	131
Recruit	6.5%

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconciousness	–
Stun	–
Nix	–
Petrification	△
Confusion	–
Blindness	–
Sleep	–
Poison	○
Curse	–

Location

Sea - North of The Winter Isles

Drop

- dumbflounder (8%)
- wetstone (4%)

Steal

- dumbflounder (20%)
- wetstone (18%)



Daemonia

Sinister Sovereign 256

	206		214
	245		191
	113		183

HP	504
EXP	174
Guilders	263
Recruit	4%

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments

Unconciousness	△
Stun	–
Nix	–
Petrification	○
Confusion	○
Blindness	–
Sleep	–
Poison	–.
Curse	△

Location

The Ivory Tower

Drop

- cheeseburger (10%)
- jumbo sundrop (5%)

Steal

- cheeseburger (25%)
- jumbo sundrop (20%)



Vermes

Snaptrap 179

	147		146
	120		93
	121		130

HP	366
EXP	101
Guilders	154
Recruit	6.5%

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconciousness	○
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	△
Curse	–

Location

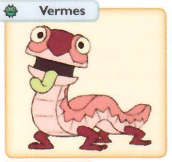
Russet Isle

Drop

- nix-be-gone (10%)
- pie on the bone (3%)

Steal

- nix-be-gone (25%)
- Roly-Poly gem (5%)



Vermes

Slamander 182

	165		158
	113		131
	139		140

HP	410
EXP	116
Guilders	174
Recruit	6.4%

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments

Unconciousness	○
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	△
Curse	–

Location

The Road to Ruin

Drop

- moondrop (25%)
- moon crystal (20%)

Steal

- moondrop (35%)
- Blunt gem (5%)



Minima

Sniper Spitoo 136

	121		116
	118		101
	124		135

HP	286
EXP	74
Guilders	139
Recruit	9%

Affinities/Resistances

Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments

Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	△
Blindness	–
Sleep	○
Poison	–
Curse	–

Location

The Giant's Tabletops

Drop

- crunchy carrot (8%)
- pixie dew (3%)

Steal

- crunchy carrot (25%)
- creamy flan (20%)



Aves

Sleepeafowl 089

	8		4
	9		10
	5		5

HP	7
EXP	1
Guilders	3
Recruit	25%

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments

Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	○
Sleep	△
Poison	–
Curse	–

Location

Rolling Hills

Drop

- poison-be-gone (10%)
- booster shoots (4%)

Steal

- poison-be-gone (25%)
- booster shoots (18%)



Aquatica

Snipper 068

	111		114
	53		74
	74		108

HP	274
EXP	81
Guilders	146
Recruit	6.5%

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconciousness	–
Stun	–
Nix	–
Petrification	△
Confusion	–
Blindness	–
Sleep	–
Poison	○
Curse	–

Location

Sea - The Spring Isles

Drop

- glowshrimp (8%)
- pixie dew (4%)

Steal

- glowshrimp (20%)
- pixie dew (18%)



Minima

Small Fry 125

	44		50
	35		38
	30		49

HP	85
EXP	28
Guilders	19
Recruit	8%

Affinities/Resistances

Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments

Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	△
Blindness	–
Sleep	○
Poison	–
Curse	–

Location

Smoky Mountains

Drop

- curse-be-gone (10%)
- emberstone (5%)

Steal

- curse-be-gone (25%)
- emberstone (20%)



Aves

Snowhawk 084

	143		147
	136		109
	122		122

HP	337
EXP	96
Guilders	150
Recruit	6.5%

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	○
Sleep	△
Poison	–
Curse	–

Location

Sea - Southwest of the Spring Isles

Drop

- sour grapes (12%)
- fruit flan (5%)

Steal

- sour grapes (30%)
- dragon tusk (5%)

◎ = highly vulnerable ○ = vulnerable △ = resistant × = immune

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Soldier Bumbler 175

Vermes



HP	232
EXP	60
Guilders	102

Recruit 9%

Location
Skull Mountain - North

110		110	
73		68	
72		113	

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	150%
Storm	50%
Dark	100%

Ailments	
Unconsciousness	○
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	△
Curse	–

Drop
bumbler honey (8%)
carrot cake (4%)

Steal
bumbler honey (20%)
Poison Pinch gem (5%)

Spitooligan 134

Minima



HP	224
EXP	66
Guilders	119

Recruit 14.4%

Location
Skull Mountain - North

104		103	
80		92	
102		89	

Affinities/Resistances

Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconsciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	△
Blindness	–
Sleep	○
Poison	–
Curse	–

Drop
poison-be-gone (10%)
Firewall gem (2%)

Steal
poison-be-gone (25%)
avenger's badge (5%)

Sore Boar 037

Bestiae



HP	50
EXP	19
Guilders	8

Recruit 13%

Location
Golden Grove

34		24	
17		16	
20		25	

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconsciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	△
Sleep	○
Poison	–
Curse	–

Drop
tender beef (8%)
iced coffee (4%)

Steal
tender beef (20%)
salted ice cream (18%)

Splasher 066

Aquatica



HP	173
EXP	47
Guilders	67

Recruit 10.4%

Location
Sea - North of Autumnia

80		82	
63		57	
61		61	

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconsciousness	–
Stun	–
Nix	–
Petrification	△
Confusion	–
Blindness	–
Sleep	–
Poison	○
Curse	–

Drop
glowshrimp (8%)
strong coffee (4%)

Steal
glowshrimp (20%)
slumbernot leaves (18%)

Sparkee 073

Aquatica



HP	153
EXP	40
Guilders	35

Recruit 13%

Location
Sea - South of The Summerlands

69		65	
58		72	
51		71	

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments	
Unconsciousness	–
Stun	–
Nix	–
Petrification	△
Confusion	–
Blindness	–
Sleep	–
Poison	○
Curse	–

Drop
glowshrimp (8%)
ruby ripple ice cream (3%)

Steal
glowshrimp (20%)
wildflower sundae (18%)

Splatterhorn 004

milite



HP	533
EXP	180
Guilders	252

Recruit 4%

Location
The Ivory Tower

211		224	
184		202	
104		192	

Affinities/Resistances

Physical	65%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconsciousness	◎
Stun	–
Nix	–
Petrification	–
Confusion	◎
Blindness	–
Sleep	–
Poison	△
Curse	△

Drop
crownberries (12%)
all seeing eye (5%)

Steal
crownberries (30%)
seeds of discord (20%)

Spike Tyke 114

Minima



HP	175
EXP	48
Guilders	42

Recruit 10.4%

Location
Teeheeti

83		72	
35		63	
42		78	

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconsciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	△
Blindness	–
Sleep	○
Poison	–
Curse	–

Drop
planetdrop (20%)
sturdy shinbone (5%)

Steal
planetdrop (32%)
sturdy shinbone (20%)

Splisher 065

Aquatica



HP	140
EXP	37
Guilders	46

Recruit 13%

Location
Sea - South of The Summerlands

66		69	
65		60	
54		81	

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconsciousness	–
Stun	–
Nix	–
Petrification	△
Confusion	–
Blindness	–
Sleep	–
Poison	○
Curse	–

Drop
sundrop (20%)
wetstone (3%)

Steal
sundrop (32%)
creamy flan (18%)

Spitoo 133

Minima



HP	12
EXP	4
Guilders	5

Recruit 18%

Location
Deep Dark Wood

15		12	
11		6	
7		15	

Affinities/Resistances

Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

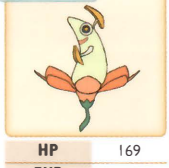
Ailments	
Unconsciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	△
Blindness	–
Sleep	○
Poison	–
Curse	–

Drop
cake (20%)
sandwich (4%)

Steal
cake (25%)
sandwich (18%)

Sponge Bubbud 162

Flora



HP	169
EXP	46
Guilders	76

Recruit 6.4%

Location
The Pig Iron Plain - South

88		90	
63		86	
65		88	

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconsciousness	–
Stun	△
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	○

Drop
creamy milk (8%)
plainswort (4%)

Steal
creamy milk (20%)
flame robes (5%)

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Aquatica



Springray 072

148	149	HP	349
138	119	EXP	94
114	139	Guilders	171

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconsciousness	—
Stun	—
Nix	—
Petrification	△
Confusion	—
Blindness	—
Sleep	—
Poison	○
Curse	—

Recruit 6.5%

Location
Sea - Southwest of the Spring Realm

Drop
cappuccino (10%)
snowflake (4%)

Steal
cappuccino (25%)
Slow Poke gem (5%)

Daemonia



Starshade 259

197	192	HP	492
174	170	EXP	161
151	181	Guilders	255

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments

Unconsciousness	△
Stun	—
Nix	—
Petrification	○
Confusion	○
Blindness	—
Sleep	—
Poison	—
Curse	△

Recruit 4%

Location
Nazcaä

Drop
blindness-be-gone (10%)
fruit flan (3%)

Steal
blindness-be-gone (25%)
seeds of discord (20%)

Automata



Sprog Cog 141

74	82	HP	152
70	85	EXP	45
39	81	Guilders	58

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments

Unconsciousness	—
Stun	○
Nix	○
Petrification	—
Confusion	△
Blindness	—
Sleep	△
Poison	△
Curse	—

Recruit 8%

Location
Teeheeti

Drop
sandwich (10%)
sprocket (5%)

Steal
sandwich (25%)
sprocket (20%)

Automata



Steam-Man 147

184	177	HP	473
115	153	EXP	146
59	136	Guilders	208

Affinities/Resistances

Physical	60%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments

Unconsciousness	—
Stun	○
Nix	○
Petrification	—
Confusion	△
Blindness	—
Sleep	△
Poison	△
Curse	—

Recruit 3%

Location
Nevermore

Drop
sour grapes (12%)
sun crystal (20%)

Steal
sour grapes (30%)
sun crystal (25%)

Nymphae



Sprout Sprite 202

138	143	HP	368
130	104	EXP	83
134	134	Guilders	166

Affinities/Resistances

Physical	100%
Water	100%
Light	50%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconsciousness	—
Stun	—
Nix	△
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	○

Recruit 4.8%

Location
Turtle Crag

Drop
planetdrop (25%)
snowflake (4%)

Steal
planetdrop (35%)
blizzard bloom (18%)

Aquatica



Stranglerfish 058

81	87	HP	192
53	62	EXP	50
56	86	Guilders	47

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconsciousness	—
Stun	—
Nix	—
Petrification	△
Confusion	—
Blindness	—
Sleep	—
Poison	○
Curse	—

Recruit 6.4%

Location
Sea - North of Autumnia

Drop
sandwich (10%)
sour sundae (3%)

Steal
sandwich (25%)
ruby ripple ice cream (15%)

Bestiae



Stabber 030

77	74	HP	170
47	65	EXP	44
66	73	Guilders	50

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments

Unconsciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

Recruit 6.4%

Location
Teeheeti

Drop
crunchy carrot (8%)
carrot cake (4%)

Steal
crunchy carrot (20%)
hoarfrost harpoon (5%)

Dracones



Stressy Plessie 215

149	153	HP	362
123	125	EXP	105
112	137	Guilders	155

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconsciousness	△
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	○
Curse	—

Recruit 4%

Location
Sea - Southwest of The Spring Isles

Drop
bubble pipe (12%)
snowdrop bonbons (5%)

Steal
bubble pipe (30%)
bee sting (5%)

Bestiae



Stabberwocky 031

111	108	HP	271
68	90	EXP	65
94	130	Guilders	102

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments

Unconsciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	△
Sleep	○
Poison	—
Curse	—

Recruit 4%

Location
Rolling Hills - West

Drop
sleep-be-gone (10%)
shadowglass (4%)

Steal
sleep-be-gone (25%)
shadowglass (18%)

Aves



Strongo 094

113	110	HP	258
86	93	EXP	81
100	105	Guilders	140

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments

Unconsciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	○
Sleep	△
Poison	—
Curse	—

Recruit 4.8%

Location
Sea - North of The Winter Isles

Drop
snow radish (8%)
coldstone (5%)

Steal
snow radish (20%)
coldstone (20%)

◎ = highly vulnerable ○ = vulnerable △ = resistant ✕ = immune

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Sunshade 258

Daemonia



	98		102
	60		89
	73		77

HP	229
EXP	56
Guilders	90

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments

Unconciousness	△
Stun	–
Nix	–
Petrification	○
Confusion	○
Blindness	–
Sleep	–
Poison	–
Curse	△

Recruit 6.4%

Location
The Tombstone Trail

Drop
- confusion-be-gone (10%)
- phoenix feather (4%)

Steal
- confusion-be-gone (25%)
- fairy chocolate (18%)

Sweetpea Sprite 203

Nymphae



HP	483
EXP	151
Guilders	243

	194		187
	183		177
	166		171

Affinities/Resistances

Physical	100%
Water	100%
Light	50%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconciousness	–
Stun	–
Nix	△
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	○

Recruit 3%

Location
Nazcaä

Drop
- star crystal(25%)
- phoenix breath (3%)

Steal
- star crystal (35%)
- Bubble Bath gem (5%)

Sunshine 229

Arcana



	39		42
	24		25
	25		41

HP	82
EXP	28
Guilders	16

Affinities/Resistances

Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments

Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	–

Recruit 13%

Location
Shimmering Sands - West

Drop
- white bread (10%)
- emberstone (5%)

Steal
- white bread (25%)
- emberstone (20%)

Tadabout 063

Aquatica



HP	320
EXP	75
Guilders	146

	118		123
	125		96
	97		121

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments

Unconciousness	–
Stun	–
Nix	–
Petrification	△
Confusion	–
Blindness	–
Sleep	–
Poison	○
Curse	–

Recruit 6.5%

Location
The Sleighbell Isles

Drop
- stardrop (20%)
- blizzard bloom (4%)

Steal
- stardrop (32%)
- blizzard bloom (18%)

Supercogductor 143

Automata



	191		195
	175		158
	109		172

HP	481
EXP	160
Guilders	244

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments

Unconciousness	–
Stun	○
Nix	○
Petrification	–
Confusion	△
Blindness	–
Sleep	△
Poison	△
Curse	–

Recruit 4%

Location
Nazcaä

Drop
- star crystal (25%)
- all-be-gone (4%)

Steal
- star crystal (35%)
- jumbo stardrop (20%)

Taddlywink 061

Aquatica



HP	25
EXP	10
Guilders	5

	21		20
	18		17
	16		20

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconciousness	–
Stun	–
Nix	–
Petrification	△
Confusion	–
Blindness	–
Sleep	–
Poison	○
Curse	–

Recruit 13%

Location
Ding Dong Well

Drop
- ice cream (20%)
- sandwich (4%)

Steal
- ice cream (20%)
- sandwich (18%)

Swaine's Nightmare 347

Nobilia



	86		64
	63		86
	67		96

HP	1280
EXP	860
Guilders	700

Affinities/Resistances

Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

Ailments

Unconciousness	×
Stun	×
Nix	△
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

Recruit —

Location
Castaway Cove

Drop
—

Steal
—

Tadolescent 062

Aquatica



HP	175
EXP	43
Guilders	34

	77		76
	62		68
	63		77

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconciousness	–
Stun	–
Nix	–
Petrification	△
Confusion	–
Blindness	–
Sleep	–
Poison	○
Curse	–

Recruit 10.4%

Location
Sea - Southeast of The Summerlands

Drop
- dumbflounder (8%)
- strong coffee (4%)

Steal
- dumbflounder (20%)
- Water Bomb gem (5%)

Sweet Bream 239

Arcana



	95		82
	93		81
	91		91

HP	277
EXP	61
Guilders	90

Affinities/Resistances

Physical	150%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	–

Recruit 6.5%

Location
Sea - North of The Summerlands

Drop
- dumbflounder (8%)
- cappuccino (4%)

Steal
- dumbflounder (20%)
- cappuccino (18%)

Teeny Bopper 221

Dracones



HP	15
EXP	6
Guilders	4

	14		9
	8		8
	12		17

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments

Unconciousness	△
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	○
Curse	–

Recruit 13%

Location
Deep Dark Wood

Drop
- white bread (10%)
- springwater (4%)

Steal
- white bread (25%)
- springwater (18%)

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Dracones



Teeny Bopper (golden) 405

HP	586
EXP	321
Guilders	491
Recruit	6%

	231		226
	137		194
	246		215

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconciousness	△
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	○
Curse	–

Location
Deep Dark Wood (Available post-clear)

Drop
big babana (10%)
troll's tears (4%)

Steal
big babana (20%)
griffin's talons (5%)

Nymphae



Toko 205

HP	141
EXP	2003
Guilders	3
Recruit	2%

	89		85
	134		144
	256		65

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	△
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	○

Location
Ugly Duckling Isle

Drop
creamy milk (8%)
cappuccino (4%)

Steal
creamy milk (20%)
cappuccino (18%)

Bestiae



Thumbelemur 049

HP	255
EXP	59
Guilders	120
Recruit	8%

	112		110
	58		74
	94		77

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	×
Blindness	△
Sleep	◎
Poison	○
Curse	–

Location
Swan Island

Drop
confusion-be-gone (10%)
glowcap (4%)

Steal
confusion-be-gone (25%)
poisoner's horn (5%)

Nymphae



Toko (golden) 397

HP	550
EXP	3
Guilders	6003
Recruit	2%

	189		187
	247		340
	780		257

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	△
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	○

Location
The Vault of Tears (Available post-clear)

Drop
(pair of) black wings (10%)
scroll of truth (4%)

Steal
(pair of) black wings (20%)
giant's ax (5%)

Aves



Thunderbyrde 080

HP	376
EXP	101
Guilders	177
Recruit	4%

	141		145
	73		118
	134		133

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	○
Sleep	△
Poison	–
Curse	–

Location
Billy Goat's Bluff - South

Drop
gustplume (12%)
star crystal (20%)

Steal
gustplume (30%)
Whirligig gem (5%)

Nymphae



Tokotocold 207

HP	478
EXP	24017
Guilders	8
Recruit	1%

	192		173
	232		325
	765		242

Affinities/Resistances	
Physical	100%
Water	100%
Light	50%
Fire	100%
Storm	100%
Dark	150%

Ailments	
Unconciousness	–
Stun	–
Nix	△
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	○

Location
The Ivory Tower

Drop
tachestone (12%)
Snowblower gem (7%)

Steal
tachestone (30%)
jumbo planetdrop (20%)

Nymphae



Thunderhead 200

HP	348
EXP	102
Guilders	176
Recruit	9%

	141		146
	142		112
	133		127

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

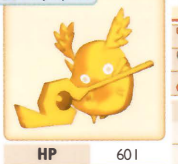
Ailments	
Unconciousness	–
Stun	–
Nix	△
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	○

Location
Sea - Southwest of the Spring Realm

Drop
pixie dew (10%)
sun crystal (20%)

Steal
pixie dew (25%)
sun crystal (20%)

Nymphae



Tokotocold (golden) 399

HP	601
EXP	8
Guilders	10008
Recruit	1%

	221		204
	275		392
	809		281

Affinities/Resistances	
Physical	100%
Water	100%
Light	50%
Fire	100%
Storm	100%
Dark	150%

Ailments	
Unconciousness	–
Stun	–
Nix	△
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	○

Location
The Ivory Tower (Available post-clear)

Drop
moon crystal (25%)
kaleidostone (4%)

Steal
moon crystal (30%)
glorious lance (5%)

Automata



Tin-Man 145

HP	195
EXP	57
Guilders	68
Recruit	6%

	93		102
	20		61
	27		78

Affinities/Resistances	
Physical	80%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Unconciousness	–
Stun	○
Nix	○
Petrification	–
Confusion	△
Blindness	–
Sleep	△
Poison	△
Curse	–

Location
The Pig Iron Plain - South

Drop
confusion-be-gone (10%)
drill screw (5%)

Steal
confusion-be-gone (25%)
drill screw (20%)

Nymphae



Tokotoko 206

HP	330
EXP	8005
Guilders	5
Recruit	1.6%

	129		103
	177		218
	395		107

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	△
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	○

Location
Billy Goat's Bluff - South

Drop
moondrop (25%)
pixie dew (4%)

Steal
moondrop (35%)
medal of fortitude (5%)

◎ = highly vulnerable ○ = vulnerable △ = resistant × = immune

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Tokotoko (golden) 398

Nymphae



HP	582
EXP	5
Guilders	8005

Recruit: 1.6%

Location: The Tombstone Trail (Available post-clear)

205		197	
262		367	
794		263	

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	△
Petrification	–
Confusion	–
Blin dness	–
Sleep	–
Poison	–
Curse	○

Drop: blowpipe (10%), evil eye (4%)

Steal: blowpipe (20%), helm of Hamelin (5%)

Trumpy-Pumper (golden) 423

Arcana



HP	688
EXP	388
Guilders	545

Recruit: 3%

Location: The Tombstone Trail (Available post-clear)

255		251	
159		213	
259		254	

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

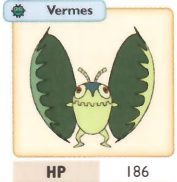
Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Con fusion	–
Blindness	–
Sleep	–
Poison	–
Curse	–

Drop: meteorite fragment (25%), evil eye (4%)

Steal: meteorite fragment (30%), bee sting (5%)

Trapper Snapper 178

Vermes



HP	186
EXP	48
Guilders	65

Recruit: 10.4%

Location: The Pig Iron Plain - South

95		126	
45		55	
56		96	

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	○
Stun	–
Nix	–
Petrification	–
Confusion	–
Blin dness	–
Sleep	–
Poison	△
Curse	–

Drop: poison-be-gone (10%), rings a-bell (4%)

Steal: poison-be-gone (25%), gnomebeard (18%)

Tu-Whit 101

Aves



HP	134
EXP	33
Guilders	25

Recruit: 13%

Location: The Genie's Steps

70		65	
51		52	
41		64	

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Con fusion	–
Blin dness	○
Sleep	△
Poison	–
Curse	–

Drop: sleep-be-gone (10%), creamy flan (4%)

Steal: sleep-be-gone (25%), creamy flan (18%)

Triumphant 043

Bestiae



HP	348
EXP	84
Guilders	128

Recruit: 4%

Location: The Giant's Tabletops

138		131	
74		89	
68		123	

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	50%
Storm	150%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindn ess	△
Sleep	○
Poison	–
Curse	–

Drop: creamy milk (8%), carnation cake (11%)

Steal: creamy milk (25%), cappuccino (18%)

Tu-Whoo 102

Aves



HP	161
EXP	41
Guilders	37

Recruit: 10.4%

Location: Friday Island

75		72	
57		59	
55		85	

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindness	○
Sleep	△
Poison	–
Curse	–

Drop: ice cream (20%), cheeseburger (4%)

Steal: ice cream (25%), milk chocolate (18%)

Triumphant (golden) 411

Bestiae



HP	724
EXP	392
Guilders	505

Recruit: 3%

Location: Golden Grove (Available post-clear)

253		253	
178		211	
107		227	

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	50%
Storm	150%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	–
Blindn ess	△
Sleep	○
Poison	–
Curse	–

Drop: star crystal (25%), phoenix tear (4%)

Steal: star crystal (30%), angel's wings (20%)

Turban Legend 120

Minima



HP	327
EXP	83
Guilders	148

Recruit: 9%

Location: The Glittering Grotto

108		137	
138		115	
109		105	

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

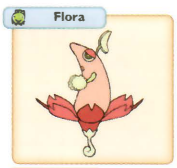
Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	△
Blindness	–
Sleep	○
Poison	–
Curse	–

Drop: bass bell (12%), star crystal (16%)

Steal: bass bell (30%), Snowblower gem (5%)

Tropical Bubbud 164

Flora



HP	498
EXP	166
Guilders	266

Recruit: 4%

Location: The Ivory Tower

211		213	
203		204	
124		190	

Affinities/Resistances

Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Unconciousness	–
Stun	△
Nix	–
Petrification	–
Confusion	–
Blindn ess	–
Sleep	–
Poison	–
Curse	○

Drop: snow radish (8%), Healing Rain gem (2%)

Steal: snow radish (20%), Soulshield gem (5%)

Turban Myth 119

Minima



HP	245
EXP	67
Guilders	113

Recruit: 9%

Location: Shipwreck Shore

109		107	
75		110	
75		93	

Affinities/Resistances

Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

Ailments	
Unconciousness	–
Stun	–
Nix	–
Petrification	–
Confusion	△
Blindness	–
Sleep	○
Poison	–
Curse	–

Drop: planetdrop (20%), toadstool sundae (3%)

Steal: planetdrop (32%), Firewall gem (5%)

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Minima



Turbandit 117

35	32	Unconciousness	—
42	31	Stun	—
16	40	Nix	—
		Petrification	—
		Confusion	△
		Blindness	—
		Sleep	○
		Poison	—
		Curse	—

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

HP	60
EXP	23
Guilders	17

Recruit
18%

Location
Shimmering Sands - West

Drop
- creamy milk (10%)
- sandwich (4%)

Steal
- creamy milk (25%)
- iced coffee (18%)

Minima



Turburn 118

86	75	Unconciousness	—
67	63	Stun	—
51	70	Nix	—
		Petrification	—
		Confusion	△
		Blindness	—
		Sleep	○
		Poison	—
		Curse	—

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	50%
Storm	100%
Dark	100%

HP	165
EXP	37
Guilders	36

Recruit
14.4%

Location
The Genie's Steps - South

Drop
- iced coffee (10%)
- baneflower (4%)

Steal
- iced coffee (25%)
- sundrop (25%)

Minima



Turnkey 130

185	166	Unconciousness	—
128	141	Stun	—
132	158	Nix	—
		Petrification	—
		Confusion	△
		Blindness	—
		Sleep	○
		Poison	—
		Curse	—

Affinities/Resistances	
Physical	100%
Water	150%
Light	100%
Fire	100%
Storm	50%
Dark	100%

HP	447
EXP	132
Guilders	219

Recruit
10.4%

Location
Nevermore

Drop
- confusion-be-gone (10%)
- sprite dew (4%)

Steal
- confusion-be-gone (25%)
- mystic's robes (5%)

Minima



Tyke 113

33	29	Unconciousness	—
16	21	Stun	—
19	33	Nix	—
		Petrification	—
		Confusion	△
		Blindness	—
		Sleep	○
		Poison	—
		Curse	—

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

HP	48
EXP	18
Guilders	11

Recruit
13%

Location
Golden Grove

Drop
- pie (20%)
- sandwich (4%)

Steal
- pie (25%)
- iced coffee (18%)

Nobilia



Ulk 333

204	203	Unconciousness	×
211	183	Stun	×
166	207	Nix	×
		Petrification	×
		Confusion	×
		Blindness	×
		Sleep	×
		Poison	×
		Curse	×

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

HP	5310
EXP	2380
Guilders	1260

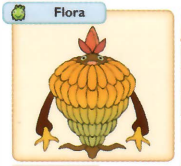
Recruit
—

Location
The Giant's Tabletops

Drop
- tonic (30%)

Steal
- nostrum (10%)

Flora



Underripe Buncher 167

117	109	Unconciousness	—
89	72	Stun	△
74	84	Nix	—
		Petrification	—
		Confusion	—
		Blindness	—
		Sleep	—
		Poison	—
		Curse	○

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	150%
Storm	100%
Dark	100%

HP	354
EXP	85
Guilders	151

Recruit
3%

Location
The Genie's Steps - North

Drop
- moondrop (20%)
- babana flan (4%)

Steal
- moondrop (32%)
- soft scoop ice cream (15%)

Dracones



Unibopper (golden) 408

265	258	Unconciousness	△
168	237	Stun	—
298	268	Nix	—
		Petrification	—
		Confusion	—
		Blindness	—
		Sleep	—
		Poison	○
		Curse	—

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

HP	735
EXP	399
Guilders	523

Recruit
3%

Location
Deep Dark Wood (Available post-clear)

Drop
- blowpipe (10%)
- angel's wings (4%)

Steal
- blowpipe (20%)
- dragon king's claws (5%)

Nobilia



Vileheart 368

195	172	Unconciousness	×
153	165	Stun	×
116	173	Nix	×
		Petrification	×
		Confusion	×
		Blindness	×
		Sleep	×
		Poison	×
		Curse	×

Affinities/Resistances	
Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

HP	6830
EXP	2840
Guilders	3140

Recruit
—

Location
Miasma Marshes

Drop
—

Steal
- barrier badge (18%)

Nobilia



Vileheart (2nd Fight) 369

195	172	Unconciousness	×
153	165	Stun	×
116	173	Nix	×
		Petrification	×
		Confusion	×
		Blindness	×
		Sleep	×
		Poison	×
		Curse	×

Affinities/Resistances	
Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

HP	2110
EXP	2930
Guilders	3230

Recruit
—

Location
Billy Goat's Bluff - South

Drop
—

Steal
- jumbo sundrop (26%)

Aquatica



Wattee 074

114	106	Unconciousness	—
92	80	Stun	—
94	110	Nix	—
		Petrification	△
		Confusion	—
		Blindness	—
		Sleep	—
		Poison	○
		Curse	—

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	100%
Storm	50%
Dark	100%

HP	281
EXP	78
Guilders	136

Recruit
10.4%

Location
Sea - North of Winter Isles

Drop
- fishburger (10%)
- cappuccino (4%)

Steal
- fishburger (25%)
- star crystal (20%)

◎ = highly vulnerable ○ = vulnerable △ = resistant × = immune

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Wayward Sun 231

Arcana



HP	407
EXP	120
Guilders	194

171	154	Unconciousness	—
126	165	Stun	—
97	129	Nix	—

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	—
Curse	—

Recruit 6.5%

Location: Miasma Marshes

Drop: drakestone (12%), sun crystal (20%)

Steal: drakestone (30%), Spire of Fire gem (5%)

Whampire Bat 087

Aves



HP	415
EXP	110
Guilders	191

169	160	Unconciousness	—
137	144	Stun	—
144	153	Nix	—

Affinities/Resistances	
Physical	100%
Water	100%
Light	150%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Petrification	—
Confusion	—
Blindness	○
Sleep	△
Poison	—
Curse	—

Recruit 4%

Location: Miasma Marshes

Drop: coldstone (12%), pixie dew (4%)

Steal: coldstone (30%), gaudy claws (5%)

Weaver Diva 192

Vermes



HP	496
EXP	158
Guilders	232

203	190	Unconciousness	○
174	160	Stun	—
126	179	Nix	—

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	△
Curse	—

Recruit 6.5%

Location: Nazcaä

Drop: cheeseburger (10%), all-be-gone (4%)

Steal: cheeseburger (25%), sage's secret (15%)

Whippersnapper 177

Vermes



HP	10
EXP	5
Guilders	7

12	26	Unconciousness	○
7	9	Stun	—
9	13	Nix	—

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	△
Curse	—

Recruit 13%

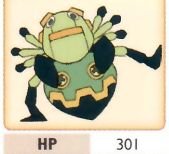
Location: Deep Dark Wood

Drop: sundae (20%), booster shoots (4%)

Steal: sundae (25%), booster shoots (18%)

Web Master 191

Vermes



HP	301
EXP	78
Guilders	124

120	117	Unconciousness	○
78	93	Stun	—
98	124	Nix	—

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	△
Curse	—

Recruit 6.5%

Location: The Spindle

Drop: moondrop (20%), fogdrop (4%)

Steal: moondrop (32%), Tricksy Nixy gem (5%)

White Witch 380

Nobilia



HP	9800
EXP	—
Guilders	—

229	267	Unconciousness	×
256	263	Stun	×
204	239	Nix	×

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments	
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

Recruit —

Location: The Ivory Tower

Drop: —

Steal: werewolf claws (10%)

Whackrabbot 111

Minima



HP	280
EXP	79
Guilders	119

118	119	Unconciousness	—
42	92	Stun	—
65	119	Nix	—

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	150%
Dark	100%

Ailments	
Petrification	—
Confusion	△
Blindness	—
Sleep	○
Poison	—
Curse	—

Recruit 4%

Location: Shipwreck Shore

Drop: blindness-be-gone (8%), Dark Cloud gem (2%)

Steal: blindness-be-gone (20%), creamy flan (18%)

Wimpeafowl 092

Aves



HP	307
EXP	73
Guilders	125

108	121	Unconciousness	—
72	78	Stun	—
116	106	Nix	—

Affinities/Resistances	
Physical	100%
Water	50%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Petrification	—
Confusion	—
Blindness	○
Sleep	△
Poison	—
Curse	—

Recruit 12.5%

Location: Jack Frost's Playground

Drop: blindness-be-gone (10%), rumblenut (4%)

Steal: blindness-be-gone (25%), lightning bolt (5%)

Whambat 085

Aves



HP	124
EXP	33
Guilders	29

58	60	Unconciousness	—
47	48	Stun	—
48	63	Nix	—

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments	
Petrification	—
Confusion	—
Blindness	○
Sleep	△
Poison	—
Curse	—

Recruit 8%

Location: The Bayous - West

Drop: blindness-be-gone (10%), sundrop (15%)

Steal: blindness-be-gone (25%), beast fangs (5%)

Wincy 190

Vermes



HP	386
EXP	98
Guilders	148

148	148	Unconciousness	○
111	108	Stun	—
106	153	Nix	—

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments	
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	△
Curse	—

Recruit 10.4%

Location: Russet Isle

Drop: sleep-be-gone (10%), bubble pipe (5%)

Steal: sleep-be-gone (25%), dress armor (5%)

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Wishing Whambat 086

Aves



	72		78
	64		70
	45		82

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	50%
Dark	100%

Ailments	
Unconciousness	—
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	○
Sleep	△
Poison	—
Curse	—

HP	156
EXP	43
Guilders	53

Recruit
6.4%

Location
Teeheeti

Drop
stardrop (20%)
milk chocolate (4%)

Steal
stardrop (32%)
slumbernot leaves (18%)

Wisp 277

Mortui



	104		108
	59		92
	87		93

Affinities/Resistances	
Physical	100%
Water	150%
Light	150%
Fire	50%
Storm	100%
Dark	50%

Ailments	
Unconciousness	△
Stun	—
Nix	○
Petrification	○
Confusion	—
Blindness	△
Sleep	—
Poison	—
Curse	—

HP	212
EXP	53
Guilders	78

Recruit
8%

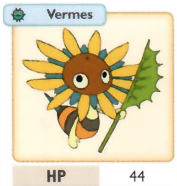
Location
The Tombstone Trail

Drop
blindness-be-gone (10%)
cheeseburger (4%)

Steal
blindness-be-gone (25%)
devil's fang (5%)

Worker Bumbler 173

Vermes



	29		25
	21		26
	36		30

Affinities/Resistances	
Physical	100%
Water	100%
Light	100%
Fire	150%
Storm	50%
Dark	100%

Ailments	
Unconciousness	○
Stun	—
Nix	—
Petrification	—
Confusion	—
Blindness	—
Sleep	—
Poison	△
Curse	—

HP	44
EXP	16
Guilders	11

Recruit
18%

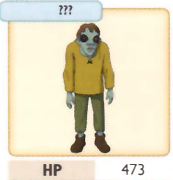
Location
Golden Grove

Drop
bumbler honey (8%)
booster shoots (4%)

Steal
bumbler honey (20%)
sour sundae (18%)

Wretch (1) 387

???



	196		186
	139		144
	138		175

Affinities/Resistances	
Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

HP	473
EXP	130
Guilders	220

Recruit
—

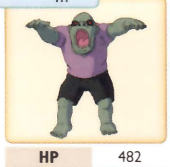
Location
Ding Dong Dell (after manna event)

Drop
cappuccino (10%)
sprite dew (3%)

Steal
cappuccino (30%)
sprite dew (12%)

Wretch (2) 388

???



	200		184
	133		152
	119		170

Affinities/Resistances	
Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

HP	482
EXP	136
Guilders	227

Recruit
—

Location
Ding Dong Dell (after manna event)

Drop
cheeseburger (10%)
espresso (3%)

Steal
cheeseburger (30%)
espresso (12%)

Wretch (3) 389

???



	197		181
	151		163
	131		159

Affinities/Resistances	
Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

HP	477
EXP	141
Guilders	231

Recruit
—

Location
Ding Dong Dell (after manna event)

Drop
pixie dew (10%)
sage's secret (3%)

Steal
pixie dew (30%)
sage's secret (12%)

Wretch (4) 390

???



	189		192
	163		131
	151		168

Affinities/Resistances	
Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

HP	456
EXP	145
Guilders	236

Recruit
—

Location
Ding Dong Dell (after manna event)

Drop
fishburger (10%)
sprite dew (3%)

Steal
fishburger (30%)
sprite dew (12%)

Wretch (5) 391

???



	199		178
	154		139
	141		157

Affinities/Resistances	
Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

HP	449
EXP	149
Guilders	222

Recruit
—

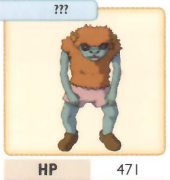
Location
Ding Dong Dell (after manna event)

Drop
cappuccino (10%)
all-be-gone (3%)

Steal
cappuccino (30%)
all-be-gone (12%)

Wretch (6) 392

???



	196		177
	153		144
	147		152

Affinities/Resistances	
Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

HP	471
EXP	158
Guilders	223

Recruit
—

Location
Ding Dong Dell (after manna event)

Drop
pixie dew (10%)
espresso (3%)

Steal
pixie dew (30%)
espresso (12%)

Wretch (7) 393

???



	186		179
	152		191
	121		158

Affinities/Resistances	
Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

Ailments	
Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

HP	446
EXP	155
Guilders	226

Recruit
—

Location
Ding Dong Dell (after manna event)

Drop
cappuccino (10%)
sage's secret (3%)

Steal
cappuccino (30%)
sage's secret (12%)

◎ = highly vulnerable ○ = vulnerable △ = resistant × = immune

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Wretch (8) 394

190		183	
145		157	
140		163	

HP	480
EXP	153
Guilders	233

Recruit
—

Affinities/Resistances

Physical	100%
Water	100%
Light	130%
Fire	100%
Storm	100%
Dark	50%

Ailments

Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

Location
Ding Dong Dell (after manna event)

Drop
fishburger (10%)
sprite dew (3%)

Steal
fishburger (30%)
sprite dew (12%)



The Zodiarch 381

254		271	
267		265	
209		255	

HP	12500
EXP	8200
Guilders	6500

Recruit
—

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments

Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

Location
The Ivory Tower

Drop
—

Steal
—



Wretch (9) 395

195		181	
173		160	
126		157	

HP	465
EXP	133
Guilders	245

Recruit
—

Affinities/Resistances

Physical	100%
Water	70%
Light	130%
Fire	100%
Storm	100%
Dark	50%

Ailments

Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

Location
Ding Dong Dell (after manna event)

Drop
pixie dew (10%)
espresso (3%)

Steal
pixie dew (30%)
espresso (12%)



Zombo 289

108		12	
14		23	
25		84	

HP	405
EXP	63
Guilders	71

Recruit
13%

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

Ailments

Unconciousness	△
Stun	–
Nix	○
Petrification	○
Confusion	–
Blindness	△
Sleep	–
Poison	–
Curse	–

Location
The Tombstone Trail

Drop
stardrop (20%)
bass bell (5%)

Steal
planetdrop (32%)
dryad's spear (5%)



Wretch (10) 396

84		177	
49		196	
124		161	

HP	453
EXP	135
Guilders	242

Recruit
—

Affinities/Resistances

Physical	100%
Water	70%
Light	130%
Fire	100%
Storm	100%
Dark	50%

Ailments

Unconciousness	×
Stun	×
Nix	×
Petrification	×
Confusion	×
Blindness	×
Sleep	×
Poison	×
Curse	×

Location
Ding Dong Dell (after manna event)

Drop
cheeseburger (10%)
all-be-gone (3%)

Steal
cheeseburger (30%)
all-be-gone (12%)



Zomboatswain 290

110		23	
22		34	
34		93	

HP	424
EXP	66
Guilders	76

Recruit
10.4%

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	100%
Storm	100%
Dark	100%

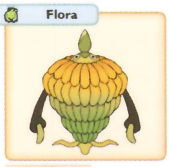
Ailments

Unconciousness	△
Stun	–
Nix	○
Petrification	○
Confusion	–
Blindness	△
Sleep	–
Poison	–
Curse	–

Location
Sea - North of Autumnia

Drop
curse-be-gone (10%)
fairy chocolate (3%)

Steal
curse-be-gone (25%)
strong coffee (18%)



Yellow Buncher 166

116		111	
49		83	
41		71	

HP	312
EXP	82
Guilders	134

Recruit
4.8%

Affinities/Resistances

Physical	100%
Water	100%
Light	100%
Fire	150%
Storm	100%
Dark	100%

Ailments

Unconciousness	–
Stun	△
Nix	–
Petrification	–
Confusion	–
Blindness	–
Sleep	–
Poison	–
Curse	○

Location
Shipwreck Shore

Drop
babana (8%)
creamy flan (4%)

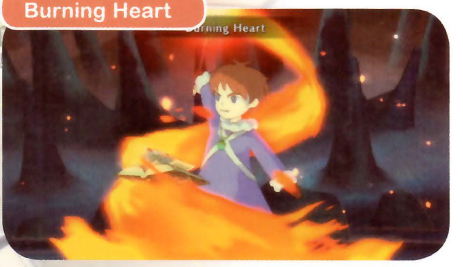
Steal
babana (20%)
cappuccino (18%)

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Character Profiles



Oliver



Miracle Move: Burning Heart

Initial Familiar: mite



Weapon of Choice: Wands



An earnest and cheerful thirteen-year-old boy. He's an amateur engineer who loves nothing more than talking to his friend Philip about gears, gaskets, and all things mechanical. Not long after his mother dies, Drippy appears, and they set off on a journey together to the other world.

ABILITIES

Stat	Lv.1	Lv.99
HP	35	526
MP	12	325

Favorite Geniuses	
Movement Speed	★★★★
Attack Speed	★★★

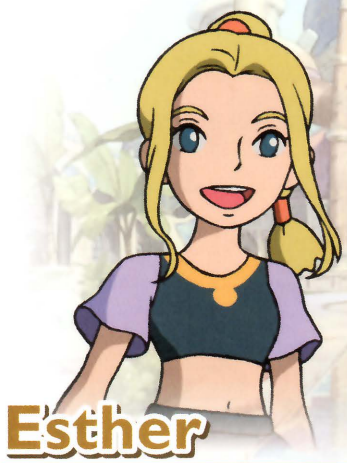
Abilities	Lv.1	Lv.99
Attack	6	197
Mag. Atk.	12	315
Evasion	9	228

Abilities	Lv.1	Lv.99
Defense	9	237
Mag. Def.	8	297
Accuracy	12	269

SPELLS

Name	MP	Casting Time	Cooldown	Effect
Arrow of Light	12	0.9	3.0	Deals a moderate amount of light-type damage to targeted foe
Astra	60	4.4	5.0	Deals a massive amont of light-type damage to all foes
Burden	5	1.0	3.0	Reduces targeted foe's movement speed by 40% (50% chance of success)
Cloudburst	15	1.1	3.0	Deals a small amount of type-less damage to all foes; may inflict nix (40% chance)
Draw Poison	4	0.0	1.5	Cures poison ailment of one companion
Evenstar	45	3.5	5.0	Deals a considerable amount of dark-type damage to all foes
Fireball	4	0.0	1.5	Deals a small amount of fire-type damage to targeted foe; ignites flammable items in field areas
Fortune's Fool	20	1.5	3.0	Causes a random effect that may hurt the party, help the party, or damage foes
Frostbite	6	0.4	1.5	Deals a small amount of water-type damage to targeted foe
Healing Hand	18	1.0	3.0	Completely restores HP to one companion
Healing Touch	3	0.0	1.5	Restores a moderate amount of HP to one companion
Mornstar	36	3.0	5.0	Deals a considerable amount of light-type damage to targeted foe
Pulse	9	0.6	3.0	Deals a moderate amount of physical damage to targeted foe; shakes objects in field areas
Thunderstorm	20	0.9	3.0	Deals a moderate amount of storm-type damage to all foes; may inflict confusion (5% chance)
Unleash	varies	varies	varies	Summons a defeated guardian to perform its signature ability
Ward	16	1.8	3.0	Temporarily raises magical defense of all companions by 40%

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Esther

Initial Familiar: drongo



Miracle Move: Crescendo



Weapon of Choice: Harps



A bright and cheerful girl who Oliver meets in the other world. She loves singing and playing music, and her dauntless positivity pulls the friends through many a scrape.

ABILITIES

Stat	Lv.10	Lv.99
HP	66	409
MP	29	264

Favorite Geniuses	
Movement Speed	★★★
Attack Speed	★

Abilities	Lv.10	Lv.99
Attack	14	166
Mag. Atk.	27	249
Evasion	49	342

Abilities	Lv.10	Lv.99
Defense	31	273
Mag. Def.	23	266
Accuracy	47	329

SONGS

Name	Lv.	MP	Casting Time	Cooldown	Effect
Chirpy Tune	Start	4	0	1.5	Restores a moderate amount of HP to one companion
Quick March	15	15	1.1	3.5	Temporarily raises party's evasion by 50%
Cheer	21	15	1.1	3.5	Temporarily raises party's magical attack by 20%
Cacophany	27	12	1.2	3.5	Deals a moderate amount of physical damage to all nearby foes
Chant	36	11	1	3.5	Heals all ailments from one companion (except for unconsciousness)
Healing Hymn	43	16	1.4	3.5	Restores a significant amount of HP to one companion
Refrain	55	20	1.1	3.5	Temporarily raises party's defense by 15%
Anthem	65	20	1.1	3.5	Temporarily raises party's attack by 10%





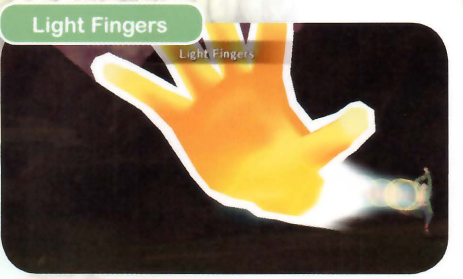
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Initial Familiar
hurly



Miracle Move
Light Fingers



Weapon of Choice
Pistols



Swaine

A cheat, swindler, and thief, who will stoop to even the most cowardly of means to get by. He and Oliver meet when he takes something that the friends just can't afford to lose...

ABILITIES

Stat	Lv.19	Lv.99
HP	142	600
MP	37	213

Favorite Geniuses	
Movement Speed	★★★
Attack Speed	★★

Abilities	Lv.19	Lv.99
Attack	42	259
Mag. Atk.	24	160
Evasion	81	280

Abilities	Lv.19	Lv.99
Defense	69	333
Mag. Def.	38	208
Accuracy	68	368

TRICKSHOTS

Name	Lv.	MP	Casting Time	Cooldown	Effect
Mugshot	Start	1	0	2	Steals an item from targeted foe
Rotshot	24	5	0.4	2	Inflicts poison on targeted foe (50% chance of success)
Slugshot	28	7	0.6	2	Inflicts curse on targeted foe (40% chance of success)
Blindshot	31	6	0.4	2	Inflicts blindness on targeted foe (40% chance of success)
Sureshot	36	12	0.3	2	Deals a considerable amount of physical damage to targeted foe; always hits
Napshot	41	8	0.6	2	Inflicts sleep on targeted foe (40% chance of success)
Scattershot	47	7	0.7	2	Inflicts confusion on targeted foe (40% chance of success)
Rockshot	52	15	0.9	6.5	Inflicts petrification on targeted foe (20% chance of success)
Trishot	58	20	1.1	4	Deals a moderate amount of physical damage to targeted foe
Deadshot	68	18	0.9	6.5	Inflicts unconsciousness on targeted foe (20% chance of success)





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Marcassin

Initial Familiar
electrixx



Miracle Move
Prince's Blessing



Weapon of Choice
Wands



The confident and compitent leader of Hamelin wasn't always that way. Marcassin had a very tough childhood and fell victim to despair. However, with Oliver's assistance, he healed his heart and became a powerful alliy in the efforts to save his world.

ABILITIES

Stat	Lv.49	Lv.99
HP	289	533
MP	203	290

Favorite Geneses	
Movement Speed	★★★★★
Attack Speed	★★★

Abilities	Lv.49	Lv.99	Abilities	Lv.49	Lv.99
Attack	96	254	Defense	89	243
Mag. Atk.	195	365	Mag. Def.	112	266
Evasion	104	228	Accuracy	120	268

SPELLS

Name	Lv.	MP	Casting Time	Cooldown	Effect
Arrow of Light	Start	3	0	1.05	Deals a moderate amount of light-type damage to targeted foe
Burden	Start	18	1	2.1	Reduces targeted foe's movement speed by 40% (50% chance of success)
Cloudburst	Start	16	1.8	2.1	Deals a small amount of type-less damage to all foes; may inflict nix (40% chance)
Draw Poison	Start	4	0	1.05	Cures poison ailment of one companion
Fireball	Start	5	1	2.1	Deals a small amount of fire-type damage to targeted foe; ignites flammable items in field areas
Frostbite	Start	4	0	1.05	Deals a small amount of water-type damage to targeted foe
Healing Hand	Start	6	0.4	1.05	Completely restores HP to one companion
Healing Touch	Start	9	0.6	2.1	Restores a moderate amount of HP to one companion
Pulse	Start	12	0.9	2.1	Deals a moderate amount of physical damage to targeted foe; shakes objects in field areas
Thunderstorm	Start	15	1.1	2.1	Deals a moderate amount of storm-type damage to all foes; may inflict confusion (5% chance)
Ward	Start	20	0.9	2.1	Temporarily raises magical defense of all companions by 40%





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Items

Provisions

white bread

Price	20G
Resale	10G

Get: S Ding Dong Dell · P Ding Dong Dell · C Deep Dark Wood · D inphant · St inphant

Effect: Restores 30 HP

Formula: –

sandwich

Price	100G
Resale	50G

Get: S Castaway Cove · C Ding Dong Dell · D shonky-honker · St shonky-honker · T 003

Effect: Restores 100 HP

Formula: white bread + tender beef

fishburger

Price	—
Resale	150G

Get: C Castaway Cove · D lumberwood · St sea naiad · HT Robinson Island · T 091

Effect: Restores 150 HP

Formula: white bread x2 + dumbflounder + crispy lettuce

cheeseburger

Price	500G
Resale	250G

Get: S Hamelin · C The Fairyground · D mighty mite · St mighty mite · T 019 · So Prize Rank E

Effect: Restores 250 HP

Formula: sandwich + crispy lettuce + glowshrimp

tonic

Price	—
Resale	1000G

Get: C Miasma Marshes · D duck-billed bopper (gold) · HT Nazcaä · T 038 · So Prize Rank B

Effect: Completely restores HP

Formula: pixie dew + old oak leaves x2 + seeds of discord x2

tikka mahala

Price	200G
Resale	100G

Get: S Al Mamoon · T 048

Effect: Restores 150 HP

Formula: –

pixie dew

Price	800G
Resale	400G

Get: S Yule · C Old Smoky · D bougieman · St bougieman · HT The Spindle · T 010

Effect: All party members recover 100 HP

Formula: fogdrop + booster shoots x3 + springwater x3

sprite dew

Price	—
Resale	1500G

Get: C Miasma Marshes · D turnkey · HT Nazcaä · T 037 · S CPrize · So Prize Rank C

Effect: All party members recover 200 HP

Formula: pixie dew + sour grapes + slumbernot leaves x3

iced coffee

Price	200G
Resale	100G

Get: S Ding Dong Dell · P Castaway Cove · C Deep Dark Wood · D turburn · St turburn · HT Rolling Hills

Effect: Restores 10 MP

Formula: –

strong coffee

Price	800G
Resale	400G

Get: S Castaway Cove · C Al Mamoon · D najalisk · St najalisk · HT The Bayous - West · T 004

Effect: Restores 30 MP

Formula: iced coffee x2 + springwater

cappuccino

Price	2000G
Resale	1000G

Get: S Yule · C Yule · D gobforsaken · St gobforsaken · HT Shipwreck Shore · T 055

Effect: Restores 70 MP

Formula: strong coffee + slumbernot leaves + creamy milk x3

espresso

Price	—
Resale	2000G

Get: C The Vault of Tears, Miasma Marshes · D relixx

Effect: Restores 150 MP

Formula: strong coffee x2 + fogdrop + slumbernot leaves x3

nostrum

Price	—
Resale	4000G

Get: C Perdida · D gobspeed (gold) · T 039 · So Prize Rank A

Effect: Completely restores MP

Formula: –

sage's secret

Price	—
Resale	2000G

Get: C The Vault of Tears · St weaver diva · T 024 · So Prize Rank D

Effect: Restores 100 HP and MP

Formula: tonic + snowflake + glowcap x3

great sage's secret

Price	—
Resale	6000G

Get: C Nevermore · D hierophant (gold) · S BPrize · So Prize Rank S

Effect: Completely restores HP and MP

Formula: –

wizard king's secret

Price	—
Resale	15000G

Get: C The Ivory Tower · C Golden Grove South

Effect: Completely restores HP and MP for all party members

Formula: –

S Shop · C C C C Chest · D Drop · St Steal · F Forage · HT Hidden Treasure · T Task · S Casino · So Solosseum · P Pot

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phoenix feather

Price 500G
Resale 250G

Get: S Al Mamoon P Yule C Old Smoky D fightingale St fightingale HT Smoky Mountains

Effect: Recover from unconsciousness

Formula: –

phoenix tear

Price —
Resale 1000G

Get: C The Glittering Grotto C The Ivory Tower D triumphant (gold) T 022

Effect: Recover from unconsciousness and completely restores HP

Formula: –

phoenix breath

Price —
Resale 500G

Get: C The Glittering Grotto, Nevermore D sweetpea sprite HT Billy Goat's Bluff - North

Effect: All party members recover from unconsciousness

Formula: phoenix feather + coldstone + plainswort x3

poison-be-gone

Price 20G
Resale 10G

Get: S Ding Dong Dell P Ding Dong Dell C Ding Dong Well D sleepeafowl St sleepeafowl

Effect: Recover from poison

Formula: –

nix-be-gone

Price 60G
Resale 30G

Get: S Hamelin P Yule C Hamelin D lotus bubbud St lotus bubbud

Effect: Recover from nix

Formula: –

confusion-be-gone

Price 40G
Resale 20G

Get: S Castaway Cove, The Fairyground C Hamelin D floret St floret

Effect: Recover from confusion

Formula: –

sleep-be-gone

Price 40G
Resale 20G

Get: S Al Mamoon, Castaway Cove P Yule D tu-whit St tu-whit

Effect: Recover from sleep

Formula: –

stone-be-gone

Price 100G
Resale 50G

Get: S Hamelin D ghost wisperer St ghost wisperer HT The Pig Iron Plain - North

Effect: Recover from stone/petrification

Formula: –

curse-be-gone

Price 40G
Resale 20G

Get: S Al Mamoon P Hamelin C The Tombstone Trail D small fry St small fry

Effect: Recover from curse

Formula: –

blindness-be-gone

Price 40G
Resale 20G

Get: S Ding Dong Dell P Al Mamoon D whambat St whambat T 033

Effect: Recover from blindness

Formula: –

all-be-gone

Price —
Resale 500G

Get: C Miasma Marshes D ex-girlfiend St prohawk T 032

Effect: Removes all status ailments except unconsciousness

Formula: old oak leaves + booster shoots + plainswort

Weapons

Wands

old stick

Price —
Resale —

+2 – +5 – – –

Get: Motorville

Formula: —

Effect: —

magic wand

Price —
Resale —

+6 – +14 – – –

Get: Ding Dong Well

Formula: —

Effect: —

Mornstar

Price —
Resale —

+12 – +26 – – –

Get: The Tombstone Trail

Formula: —

Effect: —

Mornstar

Price —
Resale —

+32 – +63 – – –

Get: Perdida

Formula: —

Effect: —

Imperial Scepter

Price —
Resale —

+70 – +35 – – –

Get: Marcassin's starting equipment

Formula: —

Effect: —

Astra

Price —
Resale —

+54 – +75 – – –

Get: The Ivory Tower

Formula: —

Effect: —

Sky Tree wand

Price —
Resale —

+88 – +62 – – –

Get: Alchemy only

Formula: —

Effect: old stick + Mirror of Truth

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Harps

timeworn harp

Price —
Resale —

+2 – +4 – – –

Get Esther's starting equipment
Formula —
Effect —

heart-winning harp

Price —
Resale —

+5 – +11 – – –

Get After Temple of Trials
Formula —
Effect —

herald's harp

Price —
Resale —

+12 – +28 – – –

Get Alchemy only
Formula cherub's wing + powerstone + gustplume x2
Effect —

muse's harp

Price —
Resale —

+27 – +85 – – –

Get Alchemy only
Formula heart of the muse + angel's wings x5 + all-seeing eye x10
Effect —

bard's harp

Price —
Resale —

+56 – +56 – – –

Get Alchemy only
Formula blossom of the bard + kaleidostone x5 + star pearl x10
Effect —

Pistols

pickpocket's pistol

Price —
Resale —

+10 – +2 – – –

Get Swaine's starting equipment
Formula —
Effect —

rogue's revolver

Price —
Resale —

+18 – +5 – – –

Get Alchemy only
Formula hog's cog + drill screw + raw steel x2
Effect —

highwayman's handgun

Price —
Resale —

+30 – +10 – – –

Get Alchemy only
Formula gyro-grappler + blowpipe + drill screw x2
Effect —

cad's cannon

Price —
Resale —

+70 – +30 – – –

Get Alchemy only
Formula cad's clasp + troll's tears x5 + bubble pipe x10
Effect —

masterthief's magnum

Price —
Resale —

+30 – +70 – – –

Get Alchemy only
Formula riddle rivet + scroll of truth x5 + ritestone x10
Effect —

Blades

wooden sword

Price 50G
Resale 25G

+3 – – – – –

Get S Ding Dong Dell HT Rolling Hills
Formula —
Effect —

well-worn sword

Price 160G
Resale 80G

+6 – – – – –

Get S Ding Dong Dell HT Rolling Hills T 086
Formula —
Effect —

bone sword

Price 320G
Resale 160G

+10 – – – – –

Get S Al Mamoon T 046
Formula —
Effect —

burning blade

Price —
Resale 250G

+15 – – – – –

Get C Old Smoky St purrloiner HT Smoky Mountains
Formula —
Effect A normal attack with physical attribute changes to fire attribute.

roc feather

Price 780G
Resale 390G

+17 – – – – –

Get S Castaway Cove
Formula —
Effect A normal attack with physical attribute changes to storm attribute.

soldier's sword

Price 2300G
Resale 1150G

+28 – – – – –

Get S Hamelin
Formula —
Effect —

clockwork cleaver

Price —
Resale 1350G

+33 – – – – –

Get C Hamelin St dinkey
Formula —
Effect —

black blade

Price —
Resale 1450G

+35 – – – – –

Get C The Tombstone Trail St bigger-boggle
Formula —
Effect —

S Shop C C C C Chest D Drop St Steal F Forage HT Hidden Treasure T Task S Casino So Solosseum P Pot

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pirate's cutlass

Price —
Resale 1900G

+39 – – – – –

Get St flummox floret HT Scrooge Island T 056
Formula —
Effect —

hero's sword

Price 37000G
Resale 18500G

+40 – – – +30 +120

Get S The Iron Wyvern
Formula —
Effect —

bluster blade

Price —
Resale 2700G

+42 – – – – –

Get C The Glittering Grotto St mighty mite S BPrize
Formula —
Effect A normal attack with physical attribute changes to storm attribute.

champion's sword

Price —
Resale 2700G

+46 – – – – –

Get Alchemy only
Formula soldier's sword + iron diamond x2 + raw steel x2
Effect —

blazing blade

Price 8800G
Resale 4400G

+46 – – – – –

Get S Yule
Formula —
Effect A normal attack with physical attribute changes to fire attribute.

greatsword

Price 11000G
Resale 5500G

+51 – – – – –

Get S Perdida
Formula —
Effect —

lost sword

Price —
Resale 6100G

+58 – – – – –

Get Alchemy only
Formula tachestone + bass bell x2 + rings-a-bell x3
Effect —

radiant blade

Price —
Resale 9000G

+60 – – – – –

Get C Nevermore St relixx T 065
Formula —
Effect 10% of damage done to enemies restores your HP.

sainted sword

Price —
Resale 8700G

+67 – – – – –

Get Alchemy only
Formula greatsword + meteorite fragment x2 + powerstone x3
Effect —

night blade

Price —
Resale 7000G

+69 – – – – –

Get C Shipwreck Shore Hidden Forrest St bone baron
Formula —
Effect Receive 20% of all damage done to enemies.

skyfall sword

Price —
Resale 11000G

+70 – – – – –

Get Alchemy only
Formula sainted sword + star pearl x2 + meteorite fragment x3
Effect —

celestial sword

Price —
Resale 12000G

+75 – – – – –

Get St medixx, draggle (gold) T 115, 129
Formula —
Effect —

Nazcaän longsword

Price —
Resale 17500G

+80 – – – – –

Get Acquired from quest
Formula —
Effect —

primordial sword

Price —
Resale 30000G

+90 +10 +10 +10 +10 +10

Get Alchemy only
Formula skyfall sword + kaleidostone x5 + troll's tears x5
Effect —

soppy slapstick

Price 60000G
Resale 30000G

+10 – +90 – – –

Get Acquired from quest
Formula —
Effect 3% chance to petrify enemies when dealing damage.

kitchen knife

Price 70G
Resale 35G

+2 – +2 – – +1

Get S Ding Dong Dell
Formula —
Effect —

flint dagger

Price 240G
Resale 120G

+4 – +4 – – +2

Get S Al Mamoon
Formula —
Effect —

sickle

Price 420G
Resale 210G

+6 – +6 – – +3

Get S Castaway Cove
Formula —
Effect —

candle cutter

Price —
Resale 300G

+8 – +8 – – +4

Get Alchemy only
Formula lint dagger + emberstone
Effect A normal attack with physical attribute changes to fire attribute.

shadowglass knife

Price —
Resale 350G

+10 – +10 – – +5

Get Alchemy only
Formula flint dagger + shadowglass
Effect —

sacred dagger

Price —
Resale 650G

+14 – +14 – – +7

Get St bighorn HT Robinson Island T 095
Formula —
Effect 3% chance to nix enemies when dealing damage.

witch's thorn

Price 2400G
Resale 1200G

+17 – +17 – – +8

Get S Hamelin
Formula —
Effect 1% chance to knock enemies unconscious when dealing damage.

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divine dagger

Price	—
Resale	1250G

+19 | – | +19 | – | +9 | +9

Get	Alchemy only
Formula	sickle + raw steel + springwater
Effect	—

kiss of death

Price	34000G
Resale	17000G

+20 | +20 | +20 | +20 | +20 | +20

Get	S The Iron Wyvern
Formula	—
Effect	1% chance to knock enemies unconscious when dealing damage.

woodsman's knife

Price	—
Resale	1800G

+23 | – | +23 | – | – | +11

Get	St ice queen HT The Spindle
Formula	—
Effect	—

ice shard

Price	6800G
Resale	3400G

+31 | – | +31 | – | – | +15

Get	S Yule
Formula	—
Effect	A normal attack with physical attribute changes to water attribute, and has 1% chance to petrify.

flitwing

Price	—
Resale	8800G

+40 | – | +40 | – | – | +20

Get	Alchemy only
Formula	ice shard + meteorite fragment x2 + gustplume x2
Effect	A normal attack with physical attribute changes to storm attribute.

sorcerer's soul

Price	—
Resale	17000G

+48 | – | +48 | – | – | +24

Get	C The Ivory Tower St dragamuffin (gold) T 119
Formula	—
Effect	—

planet splitter

Price	—
Resale	30000G

+56 | – | +56 | – | – | +28

Get	Alchemy only
Formula	flitwing + glowstone x5 + evil eye x5
Effect	—

Spears

sharpened stick

Price	50G
Resale	25G

+3 | – | – | – | – | –

Get	S Ding Dong Dell
Formula	—
Effect	—

hoarfrost harpoon

Price	—
Resale	130G

+6 | – | +3 | – | – | –

Get	C Golden Grove St Stabber
Formula	—
Effect	A normal attack with physical attribute changes to water attribute, and has 1% chance to petrify.

flint spear

Price	300G
Resale	150G

+9 | – | +1 | – | – | –

Get	S Al Mamoon
Formula	—
Effect	—

pig-iron pike

Price	750G
Resale	375G

+15 | – | +5 | – | – | –

Get	S Castaway Cove
Formula	—
Effect	—

gale spear

Price	1250G
Resale	625G

+18 | – | +7 | – | – | –

Get	S The Fairyground
Formula	—
Effect	A normal attack with physical attribute changes to storm attribute.

dryad's spear

Price	—
Resale	850G

+21 | – | +10 | – | – | –

Get	St zombo HT Teeheeti T 051
Formula	—
Effect	

soldier's spear

Price	2600G
Resale	1300G

+26 | – | +12 | – | – | –

Get	S Hamelin
Formula	—
Effect	—

lightning bolt

Price	—
Resale	1600G

+30 | – | +14 | – | – | –

Get	C Ghostly Gorge Hidden Forrest St wimpeafowl T 097
Formula	—
Effect	A normal attack with physical attribute changes to storm attribute.

royal spear

Price	—
Resale	2250G

+36 | – | +18 | – | – | –

Get	Alchemy only
Formula	jade marble x2 + raw steel x2 + shadowglass x2
Effect	—

bee sting

Price	—
Resale	2400G

+38 | – | +16 | – | – | –

Get	St stressy plessie, trumpy-pumper (gold) HT The Broken Crown
Formula	—
Effect	3% chance to poison enemies when dealing damage.

champion's spear

Price	—
Resale	3200G

+44 | – | +20 | – | – | –

Get	Alchemy only
Formula	soldier's spear + iron diamond x2 + bass bell x2
Effect	—

deadeye spear

Price	13000G
Resale	6500G

+48 | – | +22 | – | – | –

Get	S Perdida
Formula	—
Effect	3% chance to petrify enemies when dealing damage.

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crystal spear

Price 40000G
Resale 20000G

+50 | +30 | – | – | +20 | +20

Get: S The Iron Wyvern
Formula: —
Effect: 3% chance to nix enemies when dealing damage.

giant's spear

Price —
Resale 19500G

+74 | – | +30 | – | – | –

Get: Alchemy only
Formula: rainbow lance + ritestone x2 + seeds of discord x3
Effect: —

rainbow lance

Price —
Resale 7000G

+54 | – | +24 | – | – | –

Get: Alchemy only
Formula: tachestone + jade marble x2 + emberstone x3
Effect: —

longshank

Price —
Resale 30000G

+80 | – | +32 | – | – | –

Get: Alchemy only
Formula: giant's spear + troll's tears x5 + evil eye x5
Effect: —

dragon lance

Price —
Resale 9500G

+62 | – | +26 | – | – | –

Get: C Nevermore St paladin partridge T 068
Formula: —
Effect: —

lullaby lance

Price 60000G
Resale 30000G

+60 | +25 | +30 | +25 | –50 | –

Get: Acquired from quest
Formula: —
Effect: 3% chance to put enemies to sleep when dealing damage.

glorious lance

Price —
Resale 12500G

+66 | – | +28 | – | – | –

Get: C The Ivory Tower St tokotocold (gold) T 121
Formula: —
Effect: —

Axes and Hammers

woodcutter's ax

Price 520G
Resale 260G

+19 | – | – | – | – | –5

Get: S Al Mamoon
Formula: —
Effect: —

demon's ax

Price —
Resale 14500G

+108 | – | – | – | – | –49

Get: Alchemy only
Formula: grand ax + (pair of) black wings x2 + tachestone x3
Effect: 3% chance to curse enemies when dealing damage.

iron ax

Price 1000G
Resale 500G

+26 | – | – | – | – | –8

Get: S Castaway Cove
Formula: —
Effect: —

war god's ax

Price —
Resale 30000G

+120 | – | – | – | – | –58

Get: Alchemy only
Formula: demon's ax + kaleidostone x5 + scroll of truth x5
Effect: —

watchmaker's ax

Price —
Resale 825G

+34 | – | – | – | – | –12

Get: Alchemy only
Formula: iron ax + sprocket
Effect: —

ogre king's ax

Price 43000G
Resale 21500G

+140 | –30 | – | – | – | –50

Get: S The Iron Wyvern T 124
Formula: —
Effect: —

guardsman's ax

Price 3000G
Resale 1500G

+41 | – | – | – | – | –17

Get: S Hamelin
Formula: —
Effect: —

wooden mallet

Price 440G
Resale 220G

+14 | – | – | – | – | –

Get: S Al Mamoon
Formula: —
Effect: —

clockwork ax

Price —
Resale 1750G

+49 | – | – | – | – | –22

Get: Alchemy only
Formula: watchmaker's ax + drill screw + sprocket
Effect: —

massive mallet

Price 1300G
Resale 650G

+24 | – | – | – | – | –

Get: S The Fairyground
Formula: —
Effect: —

grand ax

Price 15500G
Resale 7750G

+80 | – | – | – | – | –36

Get: S Perdida
Formula: —
Effect: 3% chance to petrify enemies when dealing damage.

tower toppler

Price 2700G
Resale 1350G

+33 | – | – | – | – | –

Get: S Hamelin
Formula: —
Effect: —

giant's ax

Price —
Resale 11000G

+95 | – | – | – | – | –42

Get: C Nevermore St toko (gold) S Prize
Formula: —
Effect: —

hammer of justice

Price —
Resale 3000G

+51 | – | – | – | – | –

Get: Alchemy only
Formula: tower toppler + iron diamond x2 + bass bell x2
Effect: —

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tomte whomper

Price	8000G
Resale	4000G

+57 – – – – –

Get	S Yule
Formula	—
Effect	A normal attack with physical attribute changes to water attribute, and has 1% chance to petrify.

meteor mallet

Price	—
Resale	15000G

+95 – – – – –

Get	Alchemy only
Formula	ninnyhammer + blowpipe x2 + meteorite fragment x3
Effect	—

ninnyhammer

Price	—
Resale	8500G

+70 – – – – –

Get	Alchemy only
Formula	bubble pipe x2 + gnomebeard x3 + supple leather x3
Effect	8% chance to confuse enemies when dealing damage.

Mom's favorite pan

Price	60000G
Resale	30000G

+66 – +33 – – –

Get	Acquired from quest
Formula	—
Effect	10% of all damage done to enemies restores your HP.

steam hammer

Price	—
Resale	10500G

+82 – – – – –

Get	C The Vault of Tears St gobforsaken (gold)
Formula	—
Effect	—

Horns and Claws

crude claws

Price	280G
Resale	140G

+7 – – – – +3

Get	S Al Mamoon
Formula	—
Effect	—

steel claws

Price	—
Resale	1500G

+28 – – – – +15

Get	Alchemy only
Formula	bullhorn claws + jade marble x2 + sprocket x2
Effect	—

bullhorn claws

Price	440G
Resale	220G

+10 – – – – +4

Get	S Castaway Cove
Formula	—
Effect	—

giant's fingernails

Price	—
Resale	1700G

+31 – – – – +19

Get	C The Pig Iron Plain - North Hidden Cave St najalisk
Formula	—
Effect	—

knucklebone claws

Price	—
Resale	290G

+13 – – – – +6

Get	Alchemy only
Formula	crude claws + sturdy shinbone
Effect	—

six wind claws

Price	—
Resale	2300G

+31 – – – – +22

Get	Alchemy only
Formula	woodland claws + tealwood x2 + slumbernot leaves x2
Effect	A normal attack with physical attribute changes to storm attribute.

woodland claws

Price	1000G
Resale	500G

+16 – – – – +8

Get	S The Fairyground
Formula	—
Effect	—

crucible claws

Price	—
Resale	2400G

+32 – – – – +25

Get	Alchemy only
Formula	steel claws + coldstone x2 + raw steel x2
Effect	—

haunted claws

Price	2000G
Resale	1000G

+22 – – – – +10

Get	S Hamelin
Formula	—
Effect	3% chance to curse enemies when dealing damage.

snow witch claws

Price	6500G
Resale	3250G

+36 – – – – +27

Get	S Yule
Formula	—
Effect	A normal attack with physical attribute changes to water attribute, and has 1% chance to petrify.

tainted claws

Price	—
Resale	2000G

+25 – – – – +21

Get	Alchemy only
Formula	haunted claws + tealwood x2 + baneflower x3
Effect	3% chance to poison enemies when dealing damage.

ice queen claws

Price	—
Resale	3500G

+40 – – – – +28

Get	Alchemy only
Formula	snow witch claws + coldstone x2 + blizzard bloom x3
Effect	3% chance to petrify enemies when dealing damage.

gaudy claws

Price	—
Resale	1150G

+27 – – – – +13

Get	St whampire bat HT The Pig Iron Plain - South T 082
Formula	—
Effect	—

ice crystal claws

Price	—
Resale	5800G

+44 – – – – +33

Get	Alchemy only
Formula	ice queen claws + powerstone x2 + jade marble x3
Effect	3% chance to nix enemies when dealing damage.

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blackwyrm claws

Price	—
Resale	8000G

+50 – – – – – +37

Get C Ding Dong Well St astralynx
Formula —
Effect —

cat king's claws

Price	—
Resale	11000G

+55 – – – – – +45

Get St nightshade T 111
Formula —
Effect —

griffin's talons

Price	—
Resale	11000G

+60 – – – – – +40

Get C The Ivory Tower St teeny bopper (gold) T 120
Formula —
Effect —

dragon king's claws

Price	—
Resale	17500G

+65 – – – – – +49

Get St unibopper (gold) T 113, 127
Formula —
Effect —

star eater's claws

Price	—
Resale	30000G

+75 – – – – – +58

Get Alchemy only
Formula ice crystal claws + kaleidostone x5 + angel's wings x5
Effect —

werewolf claws

Price	40000G
Resale	20000G

+80 – – – – – −40

Get S The Iron Wyvern
Formula —
Effect 3% chance to put enemies to sleep when dealing damage.

flawed claws

Price	60000G
Resale	30000G

+99 – – – – – +44

Get Acquired from quest
Formula —
Effect Receive 20% of all damage done to enemies.

spiral horn

Price	150G
Resale	75G

+5 – – – – – –

Get S Ding Dong Dell C Ding Dong Well HT Golden Grove - South
Formula —
Effect —

whalefish tusk

Price	1500G
Resale	750G

+26 – – – – – –

Get S The Fairyground T 094
Formula —
Effect A normal attack with physical attribute changes to water attribute.

poisoner's horn

Price	—
Resale	1500G

+36 – – – – – –

Get St thumbelemur HT The Barrens T 098
Formula —
Effect 3% chance to poison enemies when dealing damage.

dragon tusk

Price	—
Resale	2200G

+45 – – – – – –

Get C No Longer Mine Hidden Forrest St snowhawk, duck-billed bopper gold) So Prize Rank E
Formula —
Effect —

beetle horn

Price	—
Resale	3150G

+54 – – – – – –

Get St manglerfish HT Billy Goat's Bluff - South
Formula —
Effect

icewyrm tusk

Price	8200G
Resale	4100G

+60 – – – – – –

Get S Yule
Formula —
Effect —

lazy bone

Price	15000G
Resale	7500G

+69 – – – – – –

Get S Perdida
Formula —
Effect 3% chance to put enemies to sleep when dealing damage.

white stag's antler

Price	—
Resale	15000G

+98 – – – – – –

Get St petramander S Prize
Formula —
Effect

Armor

Headgear

wooden helmet

Price	70G
Resale	35G

– +3 – – – – –

Get S Ding Dong Dell
Formula —
Effect —

pointy hat

Price	—
Resale	440G

– +16 – – – – –

Get St jackrabbot HT The Bayous - West T 053
Formula —
Effect —

soldier's helmet

Price	1800G
Resale	900G

+2 +20 – – – – –

Get S Hamelin
Formula —
Effect —

champion's helm

Price	—
Resale	2000G

+4 +30 – – – – –

Get Alchemy only
Formula soldier's helmet + iron diamond x2 + drill screw x2
Effect —

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blessed helm

Price —
Resale 2500G

–	+ 36	–	–	–	–

Get	Alchemy only
Formula	coldstone x2 + rings-a-bell x3 + supple leather x3
Effect	—

helm of Hamelin

Price —
Resale 7000G

–	+ 48	–	–	–	–

Get	C The Glittering Grotto St tokotoko (gold)
Formula	—
Effect	10% of all damage received from enemies restores your HP.

Nazcaän helm

Price —
Resale 9500G

–	+ 55	–	–	–	–

Get	Acquired from quest
Formula	—
Effect	Resistance to fire, water, storm attribute attacks raises by 20%.

war god's helm

Price —
Resale 30000G

+ 8	+ 65	–	–	–	–

Get	Alchemy only
Formula	blessed helm + evil eye x5 + scroll of truth x5
Effect	10% of all damage received from enemies is reflected back at attacker.

Armor

leather armor

Price 100G
Resale 50G

–	+ 4	–	–	–	–2

Get	S Ding Dong Dell
Formula	—
Effect	—

rugged armor

Price 280G
Resale 140G

–	+ 9	–	–	–	–3

Get	S Al Mamoon
Formula	—
Effect	—

iron breastplate

Price 600G
Resale 300G

–	+ 15	–	–	–	–5

Get	S Castaway Cove
Formula	—
Effect	—

toughened armor

Price —
Resale 350G

–	+ 18	–	–	–	–7

Get	Alchemy only
Formula	rugged armor + supple leather
Effect	—

scale armor

Price 1100G
Resale 550G

–	+ 22	–	–	–	–9

Get	S The Fairyground
Formula	—
Effect	—

grunt armor

Price 2400G
Resale 1200G

+ 5	+ 28	–	–	–	–11

Get	S Hamelin
Formula	—
Effect	—

bone mail

Price —
Resale 1050G

–	+ 30	–	–	–	–13

Get	Alchemy only
Formula	bass bell + sturdy shinbone x2
Effect	—

mirrored armor

Price —
Resale 1200G

–	+ 33	–	–	–	–16

Get	St dinoceros HT Ghostly Gorge
Formula	—
Effect	—

gale armor

Price —
Resale 1550G

–	+ 37	–	–	–	–17

Get	Alchemy only
Formula	gale robes + gustplume + rumblenut x2
Effect	Resistance to storm-type attacks raises by 15%.

pure steel armor

Price —
Resale 1700G

–	+ 40	–	–	–	–19

Get	St lumberwood, balloonatic HT Jack Frost's Playground T 102
Formula	—
Effect	—

champion's armor

Price —
Resale 2800G

+ 10	+ 44	–	–	–	–20

Get	Alchemy only
Formula	grunt armor + iron diamond x2 + raw steel x2
Effect	—

inferno armor

Price 6000G
Resale 3000G

–	+ 48	–	–	–	–21

Get	S Yule
Formula	—
Effect	Resistance to fire-type attacks raises by 15%.

royal armor

Price —
Resale 3150G

–	+ 53	–	–	–	–24

Get	Alchemy only
Formula	scale armor + coldstone x2 + drill screw x2
Effect	—

stout armor

Price —
Resale 2600G

–	+ 56	–	–	–22	–22

Get	St claptrap T 057, 104
Formula	—
Effect	—

enchanted armor

Price 12500G
Resale 6250G

–	+ 58	–	–	–	–26

Get	S Perdida
Formula	—
Effect	Resistance to fire, water, storm attribute attacks raises by 10%.

knight's armor

Price 32000G
Resale 16000G

–	+ 64	–	–	–	–

Get	S The Iron Wyvern T 122
Formula	—
Effect	10% of all damage received from enemies is reflected back at attacker.

dress armor

Price —
Resale 6200G

–	+ 67	–	–	–	–29

Get	St wincy T 083 So Prize Rank C
Formula	—
Effect	—

night armor

Price —
Resale 6500G

–	+ 71	–	–	–	–31

Get	C Miasma Marshes St beam-man
Formula	—
Effect	—

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enigma armor

Price —
Resale 9000G

– | + 73 | – | – | – | –33

Get C Hidden forrest St hog-goblin (gold) T 128
Formula —
Effect 10% of all damage received from enemies restores your HP.

Boarlord's armor

Price —
Resale 8800G

– | + 79 | – | – | – | –35

Get C Nevermore St demoliceros
Formula —
Effect —

armor of justice

Price —
Resale 11000G

– | + 83 | – | – | – | –38

Get Alchemy only
Formula enigma armor + blowpipe x2 + powerstone x3
Effect —

brilliant armor

Price —
Resale 11500G

– | + 86 | – | – | – | –41

Get Alchemy only
Formula champion's armor + medal of impunity + blowpipe x3
Effect —

Nazcaän armor

Price —
Resale 13500G

– | + 92 | – | – | – | –45

Get Acquired from quest
Formula —
Effect Resistance to fire, water, storm attribute attacks raises by 20%.

celestial armor

Price —
Resale 23000G

– | + 100 | – | – | – | –48

Get St inphant (gold) S APrize
Formula —
Effect —

war god's armor

Price —
Resale 30000G

+ 20 | + 120 | – | – | – | –53

Get Alchemy only
Formula brilliant armor + troll's tears x5 + scroll of truth x5
Effect —

Clothes

rustic garb

Price 50G
Resale 25G

– | + 2 | – | – | – | –

Get S Ding Dong Dell
Formula —
Effect —

merchant's garb

Price 130G
Resale 65G

– | + 4 | – | – | – | –

Get S Al Mamoon
Formula —
Effect —

hallowed habit

Price —
Resale 100G

– | + 6 | – | – | – | –

Get St drone bumbler HT The Genie's Steps ((Southern Side)) T 080
Formula —
Effect —

rubber robe

Price 480G
Resale 240G

– | + 10 | – | – | – | –

Get S Castaway Cove
Formula —
Effect Resistance to water-type attacks raises by 20%.

fine frock

Price —
Resale 400G

– | + 15 | – | – | – | –

Get St drongo HT Friday Island T 081
Formula —
Effect —

soldier's smock

Price 1500G
Resale 820G

+ 2 | + 18 | – | – | – | –

Get S Hamelin
Formula —
Effect —

misty shroud

Price —
Resale 900G

– | + 21 | – | – | – | –

Get C The Tombstone Trail St fountainhead HT The Sleighbell Isles
Formula —
Effect Odds of evading enemy attacks increase by 10%.

noble attire

Price —
Resale 1300G

– | + 27 | – | – | – | –

Get St scrambled eggroll HT The Genie's Steps T 101
Formula —
Effect —

champion's tunic

Price —
Resale 2200G

+ 4 | + 34 | – | – | – | –

Get Alchemy only
Formula soldier's smock + tealwood x2 + gnomebeard x3
Effect —

sasquash pelt

Price 5800G
Resale 2900G

– | + 38 | – | – | – | –

Get S Yule
Formula —
Effect Resistance to water-type attacks raises by 30%.

magic cloak

Price 11500G
Resale 5750G

– | + 43 | + 21 | – | – | –

Get S Perdida
Formula —
Effect —

dead man's duds

Price —
Resale 4800G

– | + 44 | – | – | – | –

Get C Miasma Marshes St fuddy-daddy
Formula —
Effect Wearer is immune to one-hit knockout attacks.

starspun tunic

Price —
Resale 6400G

– | + 49 | – | – | – | –

Get C The Genie's Steps Hidden Cave St big bopper (gold) T 117
Formula —
Effect —

wizard's robes

Price —
Resale 9500G

– | + 60 | – | – | – | –

Get St Circles of Hell
Formula old oak leaves x3 + ritestone x3 + seeds of discord x2
Effect Wearer is immune to one-hit knockout attacks.

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mist robes

Price	150G
Resale	75G

– | +3 | – | +4 | – | –

Get	S Al Mamoon
Formula	—
Effect	—

flame robes

Price	—
Resale	150G

– | +6 | – | +9 | – | –

Get	C Old Smoky St sponge bubbud T 090
Formula	—
Effect	Resistance to fire-type attacks raises by 30%.

gale robes

Price	1050G
Resale	525G

– | +13 | – | +19 | – | –

Get	S The Fairyground
Formula	—
Effect	Resistance to storm-type attacks raises by 30%.

ripple robes

Price	—
Resale	1600G

– | +22 | – | +33 | – | –

Get	Alchemy only
Formula	blizzard bloom x2 + wetstone x2 + springwater x3
Effect	Resistance to water-type attacks raises by 30%.

mystic's robes

Price	—
Resale	2100G

– | +26 | – | +39 | – | –

Get	St turnkey, shonky-honker (gold) T 103
Formula	—
Effect	—

robe of restoration

Price	30000G
Resale	15000G

– | +34 | – | +51 | – | –

Get	S The Iron Wyvern
Formula	—
Effect	10% of all damage received from enemies restores your HP.

sorceress's robes

Price	—
Resale	10000G

– | +45 | – | +67 | – | –

Get	C The Hermit's Shell Hidden Cave St sharper-parper (gold) T 125
Formula	—
Effect	Wearer is immune to nix

goddess's gown

Price	—
Resale	30000G

– | +55 | – | +82 | – | –

Get	Alchemy only
Formula	glowstone x5 + angel's wings x5 + all-seeing eye x5
Effect	Resistance to fire, water, storm, light, and darkness attribute attacks raises by 20%.

Cloaks

leafy mantle

Price	30G
Resale	15G

– | +1 | – | – | +1 | –

Get	S Ding Dong Dell T 041
Formula	—
Effect	—

snakeskin cloak

Price	100G
Resale	50G

– | +2 | – | – | +3 | –

Get	S Al Mamoon
Formula	—
Effect	—

cloud cover

Price	—
Resale	100G

– | +4 | – | – | +6 | –

Get	C Old Smoky St hooray
Formula	—
Effect	—

sea breeze cloak

Price	420G
Resale	210G

– | +6 | – | – | +9 | –

Get	S Castaway Cove
Formula	—
Effect	Resistance to storm-type attacks raises by 20%.

stripy cloak

Price	—
Resale	280G

– | +9 | – | – | +13 | –

Get	Alchemy only
Formula	snakeskin cloak + supple leather
Effect	—

breezy cloak

Price	—
Resale	475G

– | +12 | – | – | +18 | –

Get	Alchemy only
Formula	sea breeze cloak + angula x2
Effect	Resistance to storm-type attacks raises by 30%.

caghoul

Price	1600G
Resale	800G

– | +14 | – | – | +21 | –

Get	S Hamelin
Formula	—
Effect	—

eagle eye cloak

Price	—
Resale	1250G

– | +17 | – | – | +25 | –

Get	Alchemy only
Formula	gustplume + blizzard bloom + supple leather x2
Effect	Accuracy increases by 10% when attacking foes.

cyclone cloak

Price	—
Resale	1300G

– | +18 | – | – | +27 | –

Get	Alchemy only
Formula	breezy cloak + fogdrop + blizzard bloom
Effect	Resistance to storm-type attacks raises by 40%.

green man's cloak

Price	—
Resale	1700G

– | +21 | – | – | +31 | –

Get	C The Vault of Tears St ex-girlfriend
Formula	—
Effect	—

champion's cloak

Price	—
Resale	2000G

– | +24 | – | – | +36 | –

Get	Alchemy only
Formula	steel scales + iron diamond x2 + drill screw x2
Effect	—

aurora cloak

Price	5000G
Resale	2500G

– | +26 | – | – | +39 | –

Get	S Yule
Formula	—
Effect	—

dusk mantle

Price	9500G
Resale	4750G

– | +30 | – | – | +45 | –

Get	S Perdida
Formula	—
Effect	Odds of evading enemy attacks increase by 10%.

phantom mantle

Price	—
Resale	5000G

– | +32 | – | – | +48 | –

Get	Alchemy only
Formula	caghoul + tachestone x2 + emberstone x2
Effect	Wearer is immune to one-hit knockout attacks.

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beast-hide cloak

Price —
Resale 5200G

– | + 35 | – | – | + 52 | –

Get C Russet Isle Hidden Forrest St honky-tonker
Formula —
Effect —

heavenly mantle

Price —
Resale 11000G

– | + 50 | – | – | + 75 | –

Get Alchemy only
Formula eagle eye cloak + cyclone cloak + (pair of) black wings x2
Effect Odds of evading enemy attacks increase by 10%.

necromancer's mantle

Price —
Resale 7000G

– | + 39 | – | – | + 58 | –

Get St hoggle-boggle HT Nazcaä
Formula —
Effect —

diva's mantle

Price 27000G
Resale 13500G

– | + 5 | – | – | + 138 | –

Get S The Iron Wyvern T 084, 123
Formula —
Effect —

Shields

wooden shield

Price 80G
Resale 40G

– | + 3 | – | – | – | –

Get S Ding Dong Dell T 042
Formula —
Effect —

holy shield

Price —
Resale 2300G

– | + 37 | – | – | – | –

Get C The Glittering Grotto St cogdenser S BPrize
Formula —
Effect Wearer is immune to nix.

leather shield

Price 260G
Resale 130G

– | + 7 | – | – | – | –

Get S Al Mamoon
Formula —
Effect Odds of blocking a foe's attack increase by 2%.

tundra shield

Price 5200G
Resale 2600G

– | + 40 | – | – | – | –

Get S Yule
Formula —
Effect Resistance to water-type attacks raises by 25%.

shinbone shield

Price —
Resale 190G

– | + 10 | – | – | – | –

Get St monolith HT The Genie's Steps ((Southern Side)) T 089
Formula —
Effect Odds of blocking a foe's attack increase by 2%.

mystical shield

Price —
Resale 5500G

– | + 49 | – | – | – | –

Get Alchemy only
Formula avenger's shield + powerstone + glowcap x5
Effect Wearer is immune to nix.

iron shield

Price 700G
Resale 350G

– | + 15 | – | – | – | –

Get S Castaway Cove
Formula —
Effect Odds of blocking a foe's attack increase by 2%.

shield of the pure

Price —
Resale 7300G

– | + 55 | – | – | – | –

Get C Nevermore St batterhorn T 066
Formula —
Effect Odds of blocking a foe's attack increase by 5%.

scale shield

Price —
Resale 500G

– | + 18 | – | – | – | –

Get Alchemy only
Formula leather shield + sturdy scale + angula
Effect Odds of blocking a foe's attack increase by 3%.

goddess's shield

Price —
Resale 30000G

– | + 70 | – | – | – | –

Get Alchemy only
Formula mystical shield + glowstone x5 + angel's wings x5
Effect 10% of all damage received from enemies restores your HP.

grunt shield

Price 2100G
Resale 1050G

+ 3 | + 22 | – | – | – | –

Get S Hamelin
Formula —
Effect Odds of blocking a foe's attack increase by 3%.

war god's shield

Price —
Resale 30000G

+ 12 | + 80 | – | – | – | –

Get Alchemy only
Formula champion's shield + kaleidostone x5 + scroll of truth x5
Effect 10% of all damage received from enemies is reflectedback at attacker.

shadowglass shield

Price —
Resale 1400G

– | + 28 | – | – | – | –

Get Alchemy only
Formula iron shield + jade marble + shadowglass x3
Effect Odds of blocking a foe's attack increase by 3%.

shiny shield

Price 25000G
Resale 12500G

– | + 5 | – | – | – | –

Get S The Iron Wyvern T 118
Formula —
Effect Odds of blocking a foe's attack increase by 10%.

champion's shield

Price —
Resale 2400G

+ 6 | + 33 | – | – | – | –

Get Alchemy only
Formula grunt shield + iron diamond x2 + shadowglass x2
Effect Odds of blocking a foe's attack increase by 4%.

pretty parasol

Price —
Resale 10000G

+ 10 | + 10 | + 10 | + 10 | + 10 | + 10

Get Acquired from quest
Formula blowpipe x2 + (pair of) black wings x2 + rings-a-bell x10
Effect Resistance to fire, water, storm attribute attacks raises by 20%.

avenger's shield

Price 11000G
Resale 5500G

– | + 35 | – | + 20 | – | –

Get S Perdida
Formula —
Effect Odds of blocking a foe's attack increase by 4%.

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Accessories

Fangs

giant's tooth

Price 200G
Resale 100G

+ 1	–	–	–	–	–

Get: S Ding Dong Dell; Ht Rolling Hills; T 079
Formula: —
Effect: —

beast fangs

Price —
Resale 200G

+ 2	–	–	–	–	–

Get: C Golden Grove; St whambat
Formula: —
Effect: —

poisoned fang

Price —
Resale 250G

–	–	–	–	–	–

Get: Alchemy only
Formula: giant's tooth + baneflower
Effect: 3% chance to poison enemies when dealing damage.

soretooth ring

Price —
Resale 900G

–	–	+ 3	–	–	–

Get: D bone ranger; St baabarian; Ht Teeheeti
Formula: —
Effect: —

piercing fangs

Price 1400G
Resale 700G

+ 5	–	–	–	–	–

Get: S Hamelin
Formula: —
Effect: —

devil's fang

Price —
Resale 850G

+ 2	–	+ 4	–	–	–

Get: C The Tombstone Trail; St wisp
Formula: —
Effect: —

skullfang ring

Price —
Resale 1100G

+ 4	–	–	–	–	+ 4

Get: St pompeii; Ht The Broken Crown
Formula: —
Effect: —

dragonstooth ring

Price —
Resale 1100G

+ 7	–	–	–	–	–

Get: C Bungler's Bay Hidden Forrest; D megalith; St sasquish
Formula: —
Effect: Attack speed increases 1 ★.

soulfang necklace

Price —
Resale 3000G

+ 5	–	+ 8	–	–	–

Get: Alchemy only
Formula: soretooth ring + drakestone + baneflower x2
Effect: Stamina gauge increases by 10.

wolf fangs

Price 4500G
Resale 2250G

+ 6	–	+ 6	–	–	–

Get: S Yule
Formula: —
Effect: —

crimson fang

Price —
Resale 2200G

+ 8	–	–	–	–	–

Get: Alchemy only
Formula: drakestone x2 + sturdy shinbone + emberstone x2
Effect: 5% of all damage received from enemies is reflected back at attacker.

fiend's fang

Price —
Resale 3300G

+ 7	–	+ 10	–	–	–

Get: C Miasma Marshes; St florid floret; T 108
Formula: —
Effect: —

griffin's teeth

Price —
Resale 2100G

+ 10	–	–	–	–	–

Get: C Nevermore; St aye-aye catcher
Formula: —
Effect: —

harrowfang

Price —
Resale 3500G

+ 8	–	+ 8	–	–	–

Get: St hierophant (gold); Ht Nazcaä; T 116; So Prize Rank B
Formula: —
Effect: 3% chance to poison enemies when dealing damage.

star eater's fang

Price —
Resale 5500G

+ 10	–	+ 15	–	–	–

Get: C Golden Grove South; St dragette (gold); T 130
Formula: —
Effect: —

nix gnashers

Price 20000G
Resale 10000G

+ 12	–	+ 12	–	–	+ 12

Get: S The Iron Wyvern; T 126
Formula: —
Effect: 5% chance to nix enemies when dealing damage.

wyrmfang ring

Price —
Resale 9000G

+ 15	–	+ 15	–	–	–

Get: C The Ivory Tower
Formula: dragonstooth ring + ritestone x3 + drakestone x3
Effect: Resistance to fire-type attacks raises by 20%.

white stag's tooth

Price —
Resale 20000G

+ 20	–	+ 20	–	–	–

Get: Alchemy only
Formula: glowstone x5 + troll's tears x5 + all-seeing eye x5
Effect: Resistance to water-type attacks raises by 20%.

Scales

sturdy scale

Price 400G
Resale 200G

–	+ 2	–	–	–	–

Get: S Al Mamoon
Formula: —
Effect: —

stalwart scale

Price —
Resale 400G

–	+ 3	–	–	–	–

Get: Alchemy only
Formula: sturdy shinbone + wetstone
Effect: Stamina gauge increases by 10.

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steel scales

Price	1200G
Resale	600G

–		+5		–		–		–		–

Get	S Hamelin
Formula	—
Effect	—

shadowglass scale

Price	—
Resale	1000G

–		–		–		–		–		–

Get	Alchemy only
Formula	jade marble + shadowglass x3
Effect	Resistance to dark-type attacks raises by 20%.

storm serpent scales

Price	—
Resale	1000G

–		–		–		–		–		–

Get	C The Vault of Tears St mama sasquash
Formula	—
Effect	Resistance to storm-type attacks raises by 20%.

salamander scale

Price	—
Resale	1000G

–		–		–		–		–		–

Get	Alchemy only
Formula	drakestone + rumblenut x2 + emberstone x2
Effect	Resistance to fire-type attacks raises by 20%.

deep blue scale

Price	—
Resale	1000G

–		–		–		–		–		–

Get	Alchemy only
Formula	coldstone + jade marble x2 + wetstone x2
Effect	Resistance to water-type attacks raises by 20%.

shining scales

Price	2400G
Resale	1200G

–		–		–		–		–		–

Get	S Perdida C Ding Dong Dell
Formula	—
Effect	Resistance to light-type attacks raises by 20%.

wyrm king's scale

Price	—
Resale	6500G

+5		+5		+5		+5		+5		+5

Get	Alchemy only
Formula	dragonstooth ring + star pearl x2 + drakestone x2
Effect	Critical hit chance increases by 2% when dealing damage to enemies.

Patches

bravado badge

Price	400G
Resale	200G

–		–		–		–		+1		+1

Get	S Al Mamoon
Formula	—
Effect	—

braggart's badge

Price	400G
Resale	200G

–		–		+1		+1		–		–

Get	S Al Mamoon
Formula	—
Effect	—

battler's badge

Price	400G
Resale	200G

–		+2		–		–		–		–

Get	S Al Mamoon C Rolling Hills - East Hidden Forrest
Formula	—
Effect	—

adamant badge

Price	400G
Resale	200G

–		–		–		–		–		–

Get	S Al Mamoon
Formula	—
Effect	When HP is above 30%, and you take a hit that would drop your HP below 0, your HP will be reduced to 1.

fire seal

Price	600G
Resale	300G

–		–		–		+3		–		–

Get	S Castaway Cove T 092
Formula	—
Effect	Resistance to fire-type attacks raises by 30%.

avenger's badge

Price	—
Resale	1000G

–		–		–		–		–		–

Get	C The Tombstone Trail St spitooligan
Formula	—
Effect	5% of all damage received from enemies is reflected back at attacker.

bracer badge

Price	—
Resale	700G

–		+4		–		–		–		–

Get	Alchemy only
Formula	battler's badge + grunt shield + fogdrop x2
Effect	Odds of blocking a foe's attack increase by 1%.

water seal

Price	—
Resale	800G

–		–		–		+3		–		–

Get	C Jack Frost's Playground Hidden Forrest St iron-man
Formula	—
Effect	Resistance to water-type attacks raises by 30%.

storm seal

Price	—
Resale	800G

–		–		–		+3		–		–

Get	Alchemy only
Formula	gustplume + gnomebeard x2 + angula
Effect	Resistance to storm-type attacks raises by 30%.

ironclad badge

Price	—
Resale	5500G

–		+30		–		+30		–		–

Get	Alchemy only
Formula	adamant badge + drakestone x2 + rumblenut x3
Effect	Movement speed decreases 1 ★.

hot-blooded badge

Price	—
Resale	3500G

+8		–		+8		–		–		–

Get	C Perdida St bougie-woogie So Prize Rank D
Formula	—
Effect	Movement speed increases 1 ★.

brinkman's badge

Price	—
Resale	2600G

+5		–		+5		–		–		–

Get	C Bungler's Bay Hidden Forrest St mermite
Formula	—
Effect	When HP drops below 30% in battle, attack increases 1.2 times.

bastion badge

Price	—
Resale	2500G

–		+5		–		+5		–		–

Get	Alchemy only
Formula	braggart's badge + powerstone x2 + fluffy rice x10
Effect	When HP drops below 10% in battle, defense increases 1.5 times.

hardheaded badge

Price	—
Resale	2000G

–		+12		–		–		–		–

Get	Alchemy only
Formula	battler's badge + soldier's helmet + tachestone x2
Effect	—

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barrier badge

Price —
Resale 3500G

–		+ 15	–		+ 15		−5		−5

Get	St Vileheart
Formula	iron shield + meteorite fragment x2 + sprocket x2
Effect	—

berserker's badge

Price —
Resale 3000G

–		–	–		–		–		–

Get	Alchemy only
Formula	bastion badge + (pair of) black wings x2 + bubble pipe x2
Effect	Attack increases by 1.2 times in battle, but defense decreases to 0.5 times.

omniseal

Price —
Resale 20000G

–		–	–		–		–		–

Get	Alchemy only
Formula	angel's wings x5 + evil eye x5 + all-seeing eye x5
Effect	Resistance to all types of attacks increases by 20%.

Medals

medal of strength

Price 1200G
Resale 600G

+ 3		–	–		–		–		–

Get	S Castaway Cove
Formula	—
Effect	While HP is 100% in battle, power increases 1.2 times.

medal of dexterity

Price —
Resale 1300G

+ 5		–	–		–		–		+ 5

Get	Deep Dark Wood
Formula	soldier's sword + bass bell + sprocket
Effect	Attack speed increases 1 ★.

medal of fortitude

Price —
Resale 1500G

–		+ 6	–		+ 6		–		–

Get	C The Genie's Steps Hidden Cave St tokotoko
Formula	—
Effect	—

medal of agility

Price —
Resale 2800G

+ 7		+ 7	–		–		–		–

Get	C The Glittering Grotto St red napper T 105 S CPrize
Formula	—
Effect	Movement speed increases 1 ★.

medal of valor

Price —
Resale 4000G

+ 9		–	+ 9		–		–		–

Get	C No Longer Mine Hidden Forrest St sharper-parper T 061
Formula	—
Effect	Stamina gauge increases by 10.

medal of steadfastness

Price —
Resale 3800G

–		+ 20	–		+ 20		−20		–

Get	Alchemy only
Formula	iron shield + bubble pipe x2 + bass bell x2
Effect	Odds of blocking a foe's attack increase by 2%

medal of impunity

Price —
Resale 5000G

–		–	–		–		–		–

Get	Alchemy only
Formula	star pearl + all-be-gone x3 + glowcap x3
Effect	Wearer is immune to all ailments except for unconsciousness.

Treats

Treats

chocolate

Price 20G
Resale 10G

Get: S Ding Dong Dell, P Castaway Cove, C Deep Dark Wood, D bonehead, St bonehead

Effect		Formula
Attack Increase	+ 2	—
Familiarity Inc.	+ 1	
Full Stomach	😊	

milk chocolate

Price —
Resale 150G

Get: C Castaway Cove, D wishing whambat, St tu-whoo, HT The Genie's Steps, T 088

Effect		Formula
Attack Increase	+ 8–10	chocolate + creamy milk + bumbler honey
Familiarity Inc.	+ 1	
Full Stomach	😊	

fairy chocolate

Price —
Resale 250G

Get: P Perdida, C Golden Grove, D ice queen, St sunshade, HT No Longer Mine, T 009

Effect		Formula
Attack Increase	+ 19–23	chocolate + creamy milk + bumbler honey
Familiarity Inc.	+ 4	
Full Stomach	😊😊	

chocolate bonbons

Price —
Resale 400G

Get: C The Glittering Grotto, D cogdenser, HT Winter Wonderlands - South, T 052

Effect		Formula
Attack Increase	+ 33–41	chocolate x2 + fogdrop x2 + bumbler honey x2
Familiarity Inc.	+ 8	
Full Stomach	😊😊😊	

snowdrop bonbons

Price —
Resale 600G

Get: C Perdida, D stressy plessie, St sharp-hooter, T 028

Effect		Formula
Attack Increase	+ 57–65	chocolate bonbons + caramels x2 + snowflake
Familiarity Inc.	+ 16	
Full Stomach	😊😊😊😊	

princess chocolate

Price —
Resale 800G

Get: Alchemy only

Effect		Formula
Attack Increase	+ 115–125	—
Familiarity Inc.	+ 32	
Full Stomach	😊😊😊😊😊	

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flan

Price 20G
Resale 10G

Get
S Ding Dong Dell P Castaway Cove
D naja St naja T 002

Effect		Formula
Defense Increase	+ 2	
Familiarity Inc.	+ 1	—
Full Stomach	😊	

creamy flan

Price —
Resale 150G

Get
C Deep Dark Wood D tu-whit, yellow buncher
St tu-whit

Effect		Formula
Defense Increase		
Familiarity Inc.		
Full Stomach		

babana flan

Price —
Resale 250G

Get
P Hamelin D underripe buncher
St kipper HT Rolling Hills - West T 052

Effect		Formula
Defense Increase	+ 19–23	
Familiarity Inc.	+ 4	creamy flan + babana x2 + gnomebeard
Full Stomach	😊😊	

frosty flan

Price —
Resale 400G

Get
P Yule C The Glittering Grotto D beam-man St papa sasquash
HT Jack Frost's Playground T 017

Effect		Formula
Defense Increase	+ 33–41	
Familiarity Inc.	+ 8	flan x2 + snowflake + bumbler honey x2
Full Stomach	😊😊😊	

fruit flan

Price —
Resale 600G

Get
C Perdida D snowhawk
St siestar fish T 026

Effect		Formula
Defense Increase	+ 57–65	
Familiarity Inc.	+ 16	frosty flan + green grapes x2 + sour grapes
Full Stomach	😊😊😊😊	

fantastic flan

Price —
Resale 800G

Get
Alchemy only

Effect		Formula
Defense Increase	+ 115–125	
Familiarity Inc.	+ 32	babana flan + fruit flan + big babana x2
Full Stomach	😊😊😊😊😊	

cake

Price 20G
Resale 10G

Get
S Ding Dong Dell P Ding Dong Dell
D spitoo St spitoo HT Rolling Hills

Effect		Formula
Mag Attk Inc.	+ 2	
Familiarity Inc.	+ 1	—
Full Stomach	😊	

carrot cake

Price —
Resale 150G

Get
D stabber St mohawk
HT Shimmering Sands - West T 005

Effect		Formula
Mag Attk Inc.	+ 8–10	
Familiarity Inc.	+ 1	cake + crunchy carrot x3
Full Stomach	😊	

carnation cake

Price —
Resale 250G

Get
P Hamelin C Castaway Cove
D bougie HT Teeheeti T 062

Effect		Formula
Mag Attk Inc.	+ 19–23	
Familiarity Inc.	+ 4	carrot cake + dumpty egg x2 + angula
Full Stomach	😊😊	

breeze cake

Price —
Resale 400G

Get
P Perdida D batterhorn, mama sasquash
HT Winter Wonderlands - South T 021

Effect		Formula
Mag Attk Inc.	+ 33–41	
Familiarity Inc.	+ 8	cake x2 + caramels x2 + gustplume
Full Stomach	😊😊😊	

patty cake

Price —
Resale 600G

Get
C Perdida D scruffian
St bone brigadier T 029

Effect		Formula
Mag Attk Inc.	+ 57–65	
Familiarity Inc.	+ 16	breeze cake + rumblenut + powerstone
Full Stomach	😊😊😊😊	

hot cake

Price —
Resale 800G

Get
Alchemy only

Effect		Formula
Mag Attk Inc.	+ 115–125	
Familiarity Inc.	+ 32	carnation cake + drakestone + crownberries x2
Full Stomach	😊😊😊😊😊	

sundae

Price 20G
Resale 10G

Get
S Ding Dong Dell C Ding Dong Dell
D whippersnapper St whippersnapper

Effect		Formula
Mag Def Inc.	+ 2	
Familiarity Inc.	+ 1	—
Full Stomach	😊	

sour sundae

Price —
Resale 150G

Get
P Al Mamoon D little bighorn, stranglerfish
St worker bumbler HT Rolling Hills - East

Effect		Formula
Mag Def Inc.	+ 8–10	
Familiarity Inc.	+ 1	sundae + yogurt x3
Full Stomach	😊	

wildflower sundae

Price —
Resale 250G

Get
P Yule D mohawk St sparkee
HT Rolling Hills - West T 049

Effect		Formula
Mag Def Inc.	+ 19–23	
Familiarity Inc.	+ 4	sour sundae + plainswort + rings-a-bell
Full Stomach	😊😊	

toadstool sundae

Price —
Resale 400G

Get
C Russet Isle Hidden Forrest, The Pig Iron Plain - North Hidden Cave
D full boar, turban myth, pompeii

Effect		Formula
Mag Def Inc.	+ 33–41	
Familiarity Inc.	+ 8	sundae x2 + black truffle x2 + glowcap
Full Stomach	😊😊😊	

sarsaparilla sundae

Price —
Resale 600G

Get
C Winter Wonderlands - South Hidden Forrest
D mighty mite, mermite T 060

Effect		Formula
Mag Def Inc.	+ 57–65	
Familiarity Inc.	+ 16	toadstool sundae + snow radish x2 + booster shoots x2
Full Stomach	😊😊😊😊	

Knickerbocker Glory

Price —
Resale 800G

Get
Alchemy only

Effect		Formula
Mag Def Inc.	+ 115–125	
Familiarity Inc.	+ 32	wildflower sundae + crownberries + big babana x2
Full Stomach	😊😊😊😊😊	

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ice cream

Price 20G
Resale 10G

Get: S Ding Dong Dell, Al Mamoon; P Ding Dong Dell; D clubber cub; St clubber cub

Effect		Formula
Evasion Increase	+ 2	—
Familiarity Inc.	+ 1	
Full Stomach	😀	

pie

Price 20G
Resale 10G

Get: S Ding Dong Dell; P Ding Dong Dell; D ruff; St ruff; HT Rolling Hills

Effect		Formula
Accuracy Inc.	+ 2	—
Familiarity Inc.	+ 1	
Full Stomach	😀	

salted ice cream

Price —
Resale 150G

Get: P Al Mamoon; D clubber cub; St sore boar; HT The Bayous - East; T 087

Effect		Formula
Evasion Increase	+ 8–10	ice cream + booster shoots
Familiarity Inc.	+ 1	
Full Stomach	😀	

sweetie pie

Price —
Resale 150G

Get: P Hamelin; C Castaway Cove; D lightshade; St floret; T 043

Effect		Formula
Accuracy Inc.	+ 8–10	pie + crunchy carrot x3
Familiarity Inc.	+ 1	
Full Stomach	😀	

ruby ripple ice cream

Price —
Resale 250G

Get: P Yule; C Al Mamoon; D sparkee; St lagoon naiad; HT Ugly Duckling Isle; T 008

Effect		Formula
Evasion Increase	+ 19–23	salted ice cream + crunchy carrot x2 + emberstone
Familiarity Inc.	+ 4	
Full Stomach	😀😀	

see-through pie

Price —
Resale 250G

Get: P Yule; C Ding Dong Dell; D airhead; HT Shipwreck Shore, No Longer Mine

Effect		Formula
Accuracy Inc.	+ 19–23	sweetie pie + yogurt x2 + springwater
Familiarity Inc.	+ 4	
Full Stomach	😀😀	

soft scoop ice cream

Price —
Resale 400G

Get: D petramander; St underripe buncher; HT The Pig Iron Plain - South; T 036

Effect		Formula
Evasion Increase	+ 33–41	salted ice cream + green grapes x2 + gnomebeard
Familiarity Inc.	+ 8	
Full Stomach	😀😀😀	

game pie

Price —
Resale 400G

Get: P Perdida; C Golden Grove; D astralynx; St hurly; HT The Pig Iron Plain - North; T 013

Effect		Formula
Accuracy Inc.	+ 33– 1	sweetie pie + tender beef x2 + rumblenut
Familiarity Inc.	+ 8	
Full Stomach	😀😀😀	

snow-white ice cream

Price —
Resale 600G

Get: C The Glittering Grotto, Winter Wonderlands - North Hidden Cave; D eggyptian; T 020

Effect		Formula
Evasion Increase	+ 57–65	soft scoop ice cream + yogurt x2 + snowflake
Familiarity Inc.	+ 16	
Full Stomach	😀😀😀😀	

pie on the bone

Price —
Resale 600G

Get: C The Vault of Tears; D hymnpaler; St madcap; T 023

Effect		Formula
Accuracy Inc.	+ 57–65	game pie + sturdy shinbone + tealwood
Familiarity Inc.	+ 16	
Full Stomach	😀😀😀😀	

tutti-frutti ice cream

Price —
Resale 800G

Get: Alchemy only

Effect		Formula
Evasion Increase	+ 115–125	ruby ripple ice cream + sour grapes + crownberries x2
Familiarity Inc.	+ 32	
Full Stomach	😀😀😀😀😀	

golden pie

Price —
Resale 800G

Get: T 025

Effect		Formula
Accuracy Inc.	+ 115–125	see-through pie + babana x2 + big babana x2
Familiarity Inc.	+ 32	
Full Stomach	😀😀😀😀😀	

Drops

sundrop

Price —
Resale 250G

Get: D burly hurly; St burly hurly; HT Swan Island; T 072

Effect: Creatures with a creature sign of sun or double sun will metamorphose to level 2.
Formula: —

planetdrop

Price —
Resale 250G

Get: D sprout sprite; St sprout sprite; HT Rolling Hills - West; T 072

Effect: Creatures with a creature sign of planet or double planet will metamorphose to level 2.
Formula: —

stardrop

Price —
Resale 250G

Get: D rhinosaw; St rhinosaw; HT Skull Mountain - South; T 071

Effect: Creatures with a creature sign of star or double star will metamorphose to level 2.
Formula: —

jumbo sundrop

Price —
Resale 1000G

Get: C Winter Wonderlands - South Hidden Forrest; D hoggle-boggle; St gobforsaken; T 073

Effect: Creatures with a creature sign of sun or double sun will metamorphose to level 3.
Formula: sundrop +sun crystal x3

moondrop

Price —
Resale 250G

Get: C Old Smoky; D tokotoko; St tokotoko; T 071

Effect: Creatures with a creature sign of moon or double moon will metamorphose to level 2.
Formula: —

jumbo stardrop

Price —
Resale 1000G

Get: D phantasma; St phantasma; HT Winter Wonderlands - South; T 073

Effect: Creatures with a creature sign of star or double star will metamorphose to level 3.
Formula: stardrop + star crystal x3

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jumbo moondrop

Price —
Resale 1000G

Get D mumbo zombo, paleolith
St mumbo zombo T 074

Effect Creatures with a creature sign of moon or double moon will metamorphose to level 3.

Formula moondrop + moon crystal x3

jumbo planetdrop

Price —
Resale 1000G

Get D bone brigadier, elegantiger
St tokotocold T 074

Effect Creatures with a creature sign of planet or double planet will metamorphose to level 3.

Formula planetdrop + planet crystal x3

Gems

Fling Flame gem

Price —
Resale 200G

Get C Castaway Cove St impaler

Effect Red gem. For learning the fire-attribute trick, "Fling Flame."

Formula —

Firewall gem

Price —
Resale 600G

Get D spitooligan St turban myth
HT The Genie's Steps T 099

Effect Red gem. For learning the fire-attribute trick, "Firewall."

Formula —

Spire of Fire gem

Price —
Resale 1500G

Get C Old Smoky St wayward sun

Effect Red gem. For learning the fire-attribute trick, "Spire of Fire."

Formula —

Heat Ray gem

Price —
Resale 2000G

Get St scruffian T 109

Effect Red gem. For learning the fire-attribute trick, "Heat Ray."

Formula —

Water Bomb gem

Price —
Resale 200G

Get C Ding Dong Well, Teeheeti Hidden Cave St tadolescent

Effect Blue gem. For learning the water-attribute trick, "Water Bomb."

Formula —

Bubble Bath gem

Price —
Resale 1500G

Get St sweetpea sprite T 107

Effect Blue gem. For learning the water-attribute trick, "Bubble Bath."

Formula —

Snowball gem

Price —
Resale 1000G

Get C The Glittering Grotto St ice maiden T 106

Effect Blue gem. For learning the water-attribute trick, "Snowball."

Formula —

Snowblower gem

Price —
Resale 1000G

Get C Winter Wonderlands - North Hidden Cave D tokotocold
St turban legend T 059

Effect Blue gem. For learning the water-attribute trick, "Snowblower."

Formula —

Thunderspark gem

Price —
Resale 400G

Get St beachhead HT The Barrens
T 096

Effect Green gem. For learning the storm-attribute trick, "Thunderspark."

Formula —

Thunderstorm gem

Price —
Resale 800G

Get D deecee St clinketyclank LX
HT Solitary Isle

Effect Green gem. For learning the storm-attribute trick, "Thunderstorm."

Formula —

Whirligig gem

Price —
Resale 1000G

Get St thunderbyrde HT Winter Wonderlands - North
T 058

Effect Green gem. For learning the storm-attribute trick, "Whirligig."

Formula —

Whirly Whirlies gem

Price —
Resale 1500G

Get St hierophant T 031

Effect Green gem. For learning the storm-attribute trick, "Whirly Whirlies."

Formula —

Healing Tear gem

Price —
Resale 600G

Get C The Hermit's Shell Hidden Cave D lotus bubbud
St sea naiad

Effect Yellow gem. For learning the light-attribute trick, "Healing Tear."

Formula —

Healing Rain gem

Price —
Resale 1500G

Get D tropical bubbud St auroralynx T 040

Effect Yellow gem. For learning the light-attribute trick, "Healing Rain."

Formula —

Purifying Pulse gem

Price —
Resale 400G

Get C Ghostly Gorge Hidden Forrest St seed sprite
T 054

Effect Yellow gem. For learning the light-attribute trick, "Purifying Pulse."

Formula —

Light Relief gem

Price —
Resale 2000G

Get St hymnpaler T 114

Effect Yellow gem. For learning the light-attribute trick, "Light Relief."

Formula —

Darkness Beckons gem

Price —
Resale 2000G

Get St eggyptian T 110

Effect Black gem. For learning the darkness-attribute trick, "Darkness Beckons."

Formula —

Dark Cloud gem

Price —
Resale 800G

Get C The Tombstone Trail D whackrabbot
St ghost wisperer HT Winter Wonderlands - North

Effect Black gem. For learning the darkness-attribute trick, "Dark Cloud."

Formula —

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Drowsy Drops gem

Price —
Resale 400G

Get St grumpeafowl Ht Bungler's Bay T 012

Effect Black gem. For learning the darkness-attribute trick, "Drowsy Drops."

Formula —

Leech gem

Price —
Resale 1500G

Get St neolith T 064

Effect Black gem. For learning the darkness-attribute trick, "Leech."

Formula —

Roly-Poly gem

Price —
Resale 800G

Get C Winter Wonderlands - South Hidden Forrest St snaptrap

Effect Gray gem. For learning the physical-attribute trick, "Roly-Poly."

Formula —

Pebble Pelt gem

Price —
Resale 200G

Get C Rolling Hills - East Hidden Forrest St mite

Effect Gray gem. For learning the physical-attribute trick, "Pebble Pelt."

Formula —

Earsplitter gem

Price —
Resale 2000G

Get D demoliceros St full boar T 112

Effect Gray gem. For learning the physical-attribute trick, "Earsplitter."

Formula —

Poison Pinch gem

Price —
Resale 200G

Get C The Fairyground St soldier bumbler T 093

Effect Gray gem. For learning the physical-attribute trick, "Poison Pinch."

Formula —

Blunt gem

Price —
Resale 600G

Get C Yule St big bopper, slamander T 016

Effect Transparent, colorless gem. For learning the trick, "Blunt."

Formula —

Slow Poke gem

Price —
Resale 400G

Get C Turtle Crag Hidden Forrest St springray Ht Russet Isle

Effect Transparent, colorless gem. For learning the trick, "Slow Poke."

Formula —

Soulshield gem

Price —
Resale 1000G

Get C Yule St tropical bubbud

Effect Transparent, colorless gem. For learning the trick, "Soulshield."

Formula —

Hocus Focus gem

Price —
Resale 1500G

Get C Golden Grove St firefry

Effect Transparent, colorless gem. For learning the trick, "Hocus Focus."

Formula —

Rise and Shine gem

Price —
Resale 600G

Get St lesser spotted naiad Ht The Hermit's Shell T 018

Effect Transparent, colorless gem. For learning the trick, "Rise and Shine."

Formula —

Tricksy Nixy gem

Price —
Resale 800G

Get C Hamelin St web master

Effect Transparent, colorless gem. For learning the trick, "Tricksy Nixy."

Formula —

OUTFITS

Swim wear



Hamelin Armor



Winter wear



S Shop C C C C Chest D Drop St Steal F Forage Ht Hidden Treasure T Task $ Casino So Solosseum P Pot

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plainswort

Price —
Resale 30G

Get
D baatender St baatender F Rolling Hills, The Pig Iron Plain - North



supple leather

Price —
Resale 40G

Get
D purrloiner, pom pom St purrloiner HT Rolling Hills



springwater

Price —
Resale 30G

Get
D rhinosaur St rhinosaur F Rolling Hills, Shimmering Sands - West



booster shoots

Price —
Resale 30G

Get
D ruff, sleepeafowl St ruff F Rolling Hills



baneflower

Price —
Resale 60G

Get
D turburn St chloroboros F Shimmering Sands - West, Smoky Mountains



glowcap

Price —
Resale 60G

Get
D napcap St rhinosnore F Golden Grove - South
HT Golden Grove - South F 045



shadowglass

Price —
Resale 60G

Get
D monolith St jackpotty
F The Genie's Steps ((Southern Side)) HT The Genie's Steps



emberstone

Price —
Resale 80G

Get
D mohawk, eggroll St mohawk, eggroll



slumbernot leaves

Price —
Resale 90G

Get
C Rolling Hills - West Hidden Forrest D big bopper
St wishing whambat F The Bayous - East



rings-a-bell

Price —
Resale 90G

Get
D hippeafowl St baabie F The Bayous - West T 076



wetstone

Price —
Resale 90G

Get
D plessie St airhead F The Bayous - West F 076



sturdy shinbone

Price —
Resale 150G

Get
D mama sasquash St mama sasquash F Rolling Hills
HT Shimmering Sands - West



gnomebeard

Price —
Resale 120G

Get
D jackrabbot St trapper snapper F Teeheeti, Shipwreck Shore



angula

Price —
Resale 120G

Get
D girlfiend St rhinobore F Robinson Island HT Shipwreck Shore



sprocket

Price —
Resale 150G

Get
D sprog cog, clinketyclank St sprog cog HT Teeheeti



raw steel

Price —
Resale 150G

Get
D bighorn F The Pig Iron Plain - South, The Sleighbell Isles



rumblenut

Price —
Resale 150G

Get
D wimpeafowl St acee F Ghostly Gorge, Turtle Crag



drill screw

Price —
Resale 200G

Get
D iron-man St iron-man
F Skull Mountain - South HT The Pig Iron Plain - North



bass bell

Price —
Resale 250G

Get
D chloroboros St chloroboros F The Genie's Steps HT Ghostly Gorge



fogdrop

Price —
Resale 200G

Get
D hackrabbot St hyperboar F Rolling Hills T 077



jade marble

Price —
Resale 200G

Get
D scrambled eggroll St pike tyke F The Spindle, The Barrens



gustplume

Price —
Resale 250G

Get
D thunderbyrde, prohawk St thunderbyrde, prohawk



blizzard bloom

Price —
Resale 200G

Get
D ice maiden, tadabout St tadabout F Scrooge Island



tealwood

Price —
Resale 250G

Get
D paladin partridge, auroralynx St paladin partridge
F Winter Wonderlands - South



snowflake

Price —
Resale 250G

Get
D bougie-woogie, paladin partridge
F Winter Wonderlands - South, Winter Wonderlands - North



coldstone

Price —
Resale 300G

Get
D auroralynx St auroralynx F Winter Wonderlands - North
HT Winter Wonderlands - South T 077



drakestone

Price —
Resale 300G

Get
D gobspeed, wayward sun St gobspeed, wayward sun



iron diamond

Price —
Resale 350G

Get
D hackrabbot, bougie-woogie St hackrabbot
HT Winter Wonderlands - North



sour grapes

Price —
Resale 300G

Get
D steam-man, florid floret St steam-man F Billy Goat's Bluff - South



powerstone

Price —
Resale 300G

Get
D gruffian, hierophant St gruffian F Billy Goat's Bluff - South

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bubble pipe — Price —, Resale 400G
Get: D mumbo zombo, fuddy-daddy · St mumbo zombo, fuddy-daddy

tachestone — Price —, Resale 400G
Get: D bone brigadier, honky-tonker · St bone brigadier, honky-tonker

crownberries — Price —, Resale 400G
Get: D scruffian, nightcap · St scruffian · F Bungler's Bay · S C Prize

big babana — Price —, Resale 400G
Get: D hierophant, aye-aye catcher · St hierophant · F Bungler's Bay · S C Prize

meteorite fragment — Price —, Resale 500G
Get: D trumpy-pumper (gold), batterhorn · St batterhorn · F The Hermit's Shell

blowpipe — Price —, Resale 500G
Get: D beam-man, demoliceros · St beam-man, demoliceros

star pearl — Price —, Resale 600G
Get: D baarndancer, neolith · St baarndancer, neolith

(pair of) black wings — Price —, Resale —
Get: D eggyptian, relixx · St eggyptian, relixx

old oak leaves — Price —, Resale 600G
Get: F Nazcaä

ritestone — Price —, Resale 600
Get: F Nazcaä

seeds of discord — Price —, Resale 700G
Get: D florid floret, nightshade · St starshade, nightcap

all-seeing eye — Price —, Resale —
Get: D baarndancer, fuddy-daddy, honky-tonker · HT Nazcaä

kaleidostone — Price —, Resale 1000G
Get: D bedraggle (gold), gobfather (gold) · St bedraggle (gold) · T 069

troll's tears — Price —, Resale —
Get: D teeny bopper (gold), honky-tonker (gold) · St psychophant (gold) · F 078

glowstone — Price —, Resale —
Get: D shonky-honker (gold), psychophant (gold) · St gobspeed (gold) · F 078

angel's wings — Price —, Resale —
Get: D unibopper (gold), gobforsaken (gold) · St triumphant (gold) · F 085

evil eye — Price —, Resale —
Get: D tokotoko (gold), trumpy-pumper (gold) · St docotoko (gold) · F 070

sun crystal — Price —, Resale 500G
Get: D bone baron, inphant (gold) · St bone baron · F Billy Goat's Bluff - North

star crystal — Price —, Resale 500G
Get: D sweetpea sprite, supercogductor · St sweetpea sprite · F Billy Goat's Bluff - North

moon crystal — Price —, Resale 500G
Get: D nightshade, mahanaja · St nightshade · F Billy Goat's Bluff - North

planet crystal — Price —, Resale 500G
Get: D elegantiger, medixx · St elegantiger · F Billy Goat's Bluff - North

scroll of truth — Price —, Resale 1000G
Get: D toko (gold), dragamuffin (gold), hog-goblin (gold) · St honky-tonker (gold)

bumbler honey — Price 50G, Resale 25G
Get: S Ding Dong Dell · D worker bumbler, soldier bumbler · St worker bumbler

dumpty egg — Price 50G, Resale 25G
Get: S Ding Dong Dell, Al Mamoon · D oroboros · St oroboros

crispy lettuce — Price 50G, Resale 25G
Get: S Ding Dong Dell, Al Mamoon · D incy · St pom pom

crunchy carrot — Price 50G, Resale 25G
Get: S Ding Dong Dell, Al Mamoon · D little bighorn · St little bighorn

yogurt — Price 50G, Resale 25G
Get: S Al Mamoon, Castaway Cove · D lightshade · St lightshade

tender beef — Price 60G, Resale 30G
Get: S Ding Dong Dell, Al Mamoon · D rhinosaur · St rhinosaur

babana — Price 100G, Resale 50G
Get: S Al Mamoon · D green buncher, yellow buncher · St green buncher

creamy milk — Price 100G, Resale 50G
Get: S Al Mamoon · D turbandit, monolith · St turbandit

fluffy rice — Price 150G, Resale 75G
Get: S Al Mamoon, Castaway Cove · D boggly-boo · St boggly-boo

dumbflounder — Price 150G, Resale 75G
Get: S Castaway Cove · D tadolescent · St tadolescent · HT Shipwreck Shore

S Shop · C C C C Chest · D Drop · St Steal · F Forage · HT Hidden Treasure · T Task · S Casino · So Solosseum · P Pot

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glowshrimp

Price	200G
Resale	100G

Get: S Castaway Cove · D sparkee · St sparkee · HT Shipwreck Shore



green grapes

Price	200G
Resale	100G

Get: S Hamelin, Yule · D cap'n zombo · St cap'n zombo



black truffle

Price	200G
Resale	100G

Get: S Hamelin · D crashing boar, gobfather · St crashing boar



caramels

Price	200G
Resale	100G

Get: S Yule, Perdida · D balloonatic St balloonatic



snow radish

Price	200G
Resale	100G

Get: S Yule · D ice maiden, papa sasquash · St ice maiden

Important Items

Image	Name	Acquired	Description
	The Wizard's Companion	Acquired at Motorville	The book of magic in Ni No Kuni. You can read The Wizard's Companion from the menu.
	Locket	Found in Deep Dark Wood/Whispering Waterfalls	For collecting heart pieces. You can check which heart pieces you have from the main menu.
	Proof of Wits	Acquired in Temple of Trials	Proof of wits for the sage's trials
	Proof of Friendship	Acquired in Temple of Trials	Proof of friendship for the sage's trials
	Proof of Strength	Acquired in Temple of Trials	Proof of strength for the sage's trials
	peculiar pot	Acquired in Castaway Cove	A pot with a lid so large you can't open it.
	cauldron	Acquired in Castaway Cove	Cauldron with a genie living in it. You can combine items from the Main Menu.
	giant cheese wedge	Acquired in Castaway Cove	Queen Lowla's favorite thing. Use this to gain an audience with Queen Lowla.
	portrait	Acquired in Castaway Cove	Photo taken by a sage said to be in Hamelin.
	letter of passage	Acquired in Castaway Cove	Letter received from Queen Lowla. Used to board The Sea Cow in Castaway Cove.
	pieces of art	Acquired in the Fairyground	Piece of art from the bard. Collect the 8 pieces and the humor deity will descend on Smiley 'n' Surly.
	skeleton key	Acquired in Tombstone Trail	A key received on the Tombstone Trail. Allows entry into the casino on the Tombstone Trail.
	RIP pass	Received from the Pit Boss in the Casino (Post-clear content)	Casino entrance pass that lets you get into the VIP room.
	dragon horn	Acquired on Skull Mountain	A horn that can go back and forth between dragon and heart. Used to call Tengri.
	map of the stones	Acquired on Skull Mountain	Map indicating the locations of the 3 stones that need to be placed in the Mornstar.
	serpent key	Acquirred in the Vault of Tears	A key with an evil snake twined around it. Used to open the door to the Vault of Tears.
	Sun Stone	Acquired on the ghost battleship	One of the stones to be inserted in the "Mornstar".
	Star Stone	Acquired in the Glittering Grotto	One of the stones to be inserted in the "Mornstar".
	Moon Stone	Acquirred in the Vault of Tears	One of the stones to be inserted in the "Mornstar".
	Wings of Xanadu	Acquired in Hamelin	A medal carried by the ghost of Xanadu. Used to get into Perdida.
	holy wood	Acquired in Perdida	The block of wood that will be turned into the Clarion.
	carved holy wood	Made from holy wood	A block of wood created by King Tom the XIVth.
	the Clarion	Made from carved holy wood	A flute created through the cooperation of 3 kings. Clears the fog in the Miasma Marshes.
	Alicia's pendant	Acquired in Nevermore	Pendant that Alicia receives from Lucien.
	Flower of Youth	Acquired in Ding Dong Dell (After volcanic ash)	A flower that hides an ancient memory.
	Flower of Faith	Acquired in Al Mamoon (After volcanic ash)	A flower that hides an ancient memory.

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Image	Name	Acquired	Description
	Flower of Hope	Acquired in Hamelin (After volcanic ash)	A flower that hides an ancient memory.
	name tag	Grant all the wishes of the familiars at The Hermit's Shell cave	Proof of communicating with the familiars. Used to v the name of the familiars at the Retreat.
	Philmobile key	Acquired in Quest 131	Yellow key made by Philip. Use to ride in the Philmobile 2000.
	cherub's wing	Acquired in Perdida	Ingredient for creating the "herald's harp."
	heart of the muse	Awarded for the first Rank A win in the Solosseum Series	Ingredient for creating the "muse's harp."
	blossom of the bard	Acquired on Quest 132	Ingredient for creating the "bard's harp."
	hog's cog	Acquired in Hamelin	Ingredient for creating the "rogue's revolver."
	gyro-grappler	Acquired in Hamelin (After volcanic ash)	Ingredient for creating the "highwayman's handgun."
	cad's clasp	Defeat Porco Grosso in Quest 122	Ingredient for creating the "cad's cannon."
	riddle rivet	Acquired on Quest 134	Ingredient for creating the "masterthief's magnum."
	Mirror of Truth	Acquired on Quest 136	Ingredient for creating the "Sky Tree wand."
	red earring	Found in the pots in Quest 041	An earring that a Grimalkin girl received from her grandmother.
	lovers' lunch basket	Received from the client's housewife in Quest 045	A lunch basket packed full with love.
	turmeric root	Drops from lumberwood in Quest 088	Rare roots that are ingredients in the "Sheikh's special spices."
	spicy seeds	Collected at the harvest point in the Smoky Mountains during Quest 048	Seeds that are ingredients in the "Sheikh's special spices."
	Sheikh's special spices	Give the Sheikh of Spice the ingredients during Quest 048 and he'll make it	A secret spice made in Al Mamoon.
	rainbow leaf	Drops when floret is defeated by frostbite in Quest 049	Beautiful leaf dropped by floret.
	slapstick	Drops when wishing whambat is defeated with blindness during Quest 051	The comedy duo's favorite slapstick.
	feel-good fungus	Received from the forest dwellers in the Ghostly Gorge forest during Quest 055	A rare mushroom that is effective against a variety of illnesses.
	broken booster	Received from the client mechanic in Quest 057	Broken-down, worn-out airship parts.
	brand-new booster	Received from Rusty in Motorville after he repairs it in Quest 057	Shiny, repaired airship parts.
	snazzy swimsuit	Received from a seagull in Bungler's Bay during Quest 060	A bikini on a grand adventure in Castaway Cove.
	hometown flower	Received from a girl in Motorville during Quest 062	A plain, ordinary tulip.
	cold compress	Received from Tomte in Yule during Quest 063	A compress that instantly cures any lower back pain.
	the Cat's Whiskers	Dropped by igneous supremus during Quest 065	Award given to accomplished soldiers in Ding Dong Dell.
	traveler's diary	Examine the sandbar in the Rolling Hills during Quest 079	Diary written by a traveller in the Rolling Hills.
	traveler's diary	Examine the trees in the Smoky Mountains during Quest 080	Diary written by a traveller in the Smoky Mountains.
	traveler's diary	Examine the driftwood at the shrine in Teeheeti during Quest 081	Diary written by a traveller in Teeheeti.
	traveler's diary	Examine the tracks in the Pig Iron Plain - South during Quest 082	Diary written by a traveller in the Pig Iron Plain.
	traveler's diary	Received from forest dwellers in the Winter Wonderlands - South during Quest 083	Diary written by a traveller in the Winter Wonderlands.
	traveler's diary	Examine the stone statue in Nazcaä during Quest 084	Diary written by a traveller in Nazcaä.
	traveler's diary	Examine the area around the forest entrance in Golden Grove - South during Quest 085	Diary written by a traveller in the south of Ding Dong Dell.
	Spirit of the Woods	Acquired in the Deep Dark Wood/ Whispering Waterfalls	Deep green gem used to summon the Guardian of the Woods.
	Spirit of the Glade	Acquired in the Golden Grove	Red gem used to summon Gladiataur.
	Spirit of the Temple	Acquired in the Temple of Trials	Deep crimson gem used to summon Bashura.

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Image	Name	Acquired	Description
	Spirit of the Flame	Acquired in Old Smoky	Flame gem used to summon Moltaan.
	Spirit of the Storm	Acquired in Mummy's Tummy	Gold gem used to summon Royal Jelly.
	Spirit of the Snow	Acquired in the Glittering Grotto	Freeze gem used to summon Cerboreas.
	bronze ticket	Exchange for 10,000 chips in the casino (post-clear)	Bronze ticket used to view images in the casino's VIP room.
	silver ticket	Exchange for 15,000 chips in the casino (post-clear)	Silver ticket used to view images in the casino's VIP room.
	golden ticket	Exchange for 20,000 chips in the casino (post-clear)	Gold ticket used to view images in the casino's VIP room.
	platinum ticket	Exchange for 30,000 chips in the casino (post-clear)	Platinum ticket used to view images in the casino's VIP room.
	lumberwood ticket	Given during Quest 075	Creature ticket. Give it to Sage Solomon in the Temple of Trials to receive a lumberwood.
	relixx ticket	Given during Quest 075	Creature ticket. Give it to Sage Solomon in the Temple of Trials to receive a relixx.
	dinoceros ticket	Given during Quest 075	Creature ticket. Give it to Sage Solomon in the Temple of Trials to receive a dinoceros.
	idler ticket	Exchange for 25,000 chips in the casino	Creature ticket. Give it to Sage Solomon in the Temple of Trials to receive an idler.
	tin-man ticket	Exchange for 99,999 chips in the casino	Creature ticket. Give it to Sage Solomon in the Temple of Trials to receive a tin-man (golden).
	mandragorer ticket	Awarded for your first Rank S win in the Solosseum Series (post-clear)	Creature ticket. Give it to Sage Solomon in the Temple of Trials to receive a mandragorer.
	draggle ticket	???	Creature ticket. Give it to Sage Solomon in the Temple of Trials to receive a draggle.
	mite ticket	???	Creature ticket. Give it to Sage Solomon in the Temple of Trials to receive a mite (golden).
	drongo ticket	???	Creature ticket. Give it to Sage Solomon in the Temple of Trials to receive a drongo (golden).
	hurly ticket	???	Creature ticket. Give it to Sage Solomon in the Temple of Trials to receive a hurly (golden).
	sapdragon ticket	Visit the Familiar Retreat after clearing the game with completed game save.	Creature ticket. Give it to Sage Solomon in the Temple of Trials to receive a sapdragon.
	old stick	Acquired in Motorville	Oliver and Marcassin's weapon
	magic wand	Acquired in Ding Dong Well	Oliver and Marcassin's weapon
	Mornstar	Acquired on the Tombstone Trail	Oliver's weapon
	Mornstar	Acquired in Peridia	Oliver and Marcassin's weapon
	Imperial Scepter	Marcassin's starting equipment	Oliver and Marcassin's weapon
	Astra	Acquired in the Ivory Tower	Oliver and Marcassin's weapon
	Sky Tree wand	Make with alchemy from items received in Quest 136	Oliver and Marcassin's weapon
	timeworn harp	Esther's starting equipment	Esther's weapon
	heart-winning harp	Acquire in the Temple of Trials	Esther's weapon
	herald's harp	Make with alchemy a cherub's wing	Esther's weapon
	muse's harp	Make with alchemy a heart of the muse	Esther's weapon
	bard's harp	Make with alchemy from items received in Quest 132	Esther's weapon
	pickpocket's pistol	Swaine's starting equipment	Swaine's weapon
	rogue's revolver	Make with alchemy from the hog's cog	Swaine's weapon
	highwayman's handgun	Make with alchemy from the gyro-grappler	Swaine's weapon
	cad's cannon	Make with alchemy from a cad's clasp	Swaine's weapon
	masterthief's magnum	Make with alchemy from items received in Quest 134	Swaine's weapon

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Image	Name	Acquired	Description
	Oliver's clothes	Oliver's starting equipment	Oliver's favorite clothes
	traveler's clothes	Acquired in Ding Dong Dell	Special clothing made from the cloth of the Sky Tree
	bathing raiment	Acquired in Castaway Cove	Oliver's swimwear, made in Castaway Cove.
	Hamelin armor	Acquired in Hamelin	Oliver's full-body armor, used to sneak into the palace in Hamelin.
	furry suit	Acquired in Yule	Oliver's winter clothes, worn in cold places.
	Esther's clothes	Esther's starting equipment	A popular style of clothing in Al Mamoon.
	bathing raiment	Acquired in Castaway Cove	Esther's swimwear, made in Castaway Cove.
	Hamelin armor	Acquired in Hamelin	Esther's full-body armor, used to sneak into the palace in Hamelin.
	furry suit	Acquired in Yule	Esther's winter clothes, worn in cold places.
	shabby coat	Swaine's starting equipment	A surprisingly worn-out coat.
	bathing raiment	Acquired in Castaway Cove	Swaine's swimwear, made in Castaway Cove.
	Hamelin armor	Acquired in Hamelin	Swaine's full-body armor, used to sneak into the palace in Hamelin.
	furry suit	Acquired in Yule	Swaine's winter clothes, worn in cold places.
	fairy suit	Drippy's starting equipment	Magic clothes made by bards.
	bathing raiment	Acquired in Castaway Cove	Drippy's swimwear, made in Castaway Cove.
	Hamelin armor	Acquired in Hamelin	Drippy's full-body armor, used to sneak into the palace in Hamelin.
	furry suit	Acquired in Yule	Drippy's winter clothes, worn in cold places.
	regal attire	Marcassin's starting equipment	High-class clothing made by the tailor in Hamelin.
	bathing raiment	Acquired in the Iron Wyvern	Marcassin's swimwear, made in Castaway Cove.
	furry suit	Acquired in the Iron Wyvern	Marcassin's winter clothes, worn in cold places.

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Trophies

Trophy Name	Trophy Grade	Hidden/ Shown	Description	Unlock Requirements
 **Wizardry Whiz**	Platinum	Hidden	Awarded for becoming a master magician. Congratulations! You truly are a whiz at wizardry!	Collect all other trophies to unlock this.
 **Out of this World**	Bronze	Shown	Awarded for casting Gateway and traveling to another world.	Received in Chap. 1 when you first get to move around freely in the other world.
 **En Guardian!**	Bronze	Hidden	Awarded for defeating the Guardian of the Woods and bringing him back to his senses.	Defeat the Guardian of the Woods in Chap. 1.
 **Anchors Aweigh**	Bronze	Hidden	Awarded for obtaining the Sea Cow.	Received in Chap. 2 when you obtain the ship.
 **Fly the Friendlier Skies**	Bronze	Hidden	Awarded for befriending Tengri.	Received in Chap. 5 when you can ride the dragon.
 **Wonder Wand**	Bronze	Hidden	Awarded for restoring the legendary wand Mornstar to its former glory.	When the wand Mornstar is restored with the former glory.
 **A Tonic for the Djinn**	Bronze	Hidden	Awarded for defeating the Dark Djinn.	Received in Chap. 6 when you defeat the Dark Djinn.
 **Council Trouncer**	Silver	Hidden	Awarded for freeing the other world from the clutches of the Zodiarchy.	Received in Chap. 7, when you defeat the last boss.
 **King of the World**	Gold	Hidden	Awarded for defeating the Guardian of Worlds.	When you defeat the hidden (post-clear) boss.
 **Guildering the Lily**	Silver	Shown	Awarded for amassing a fortune of half a million guilders.	When you obtain 500,000G.
 **Man of Steal**	Bronze	Shown	Awarded for successfully stealing 50 times.	Awarded for successfully stealing 50 times.
 **Glim Reaper**	Bronze	Shown	Awarded for gathering 2,000 glims.	Awarded for gathering 2,000 glims.
 **Little Battler Experience**	Silver	Shown	Awarded for winning 1,000 battles.	Awarded for winning 1,000 battles.
 **Overfamiliar**	Bronze	Shown	Awarded for maximizing a familiar's familiarity.	Raise a familiar's familiarity to the fifth level.
 **Pedigree Breeder**	Bronze	Shown	Awarded for training a familiar to its full potential.	Awarded the first time you add 50 bonus ability points to a familiar by feeding it treats in the Creature Cage.
 **Viva the Evolution!**	Bronze	Shown	Awarded for managing 10 metamorphoses.	Metamorphose 10 familiars via leveling up then feeding them drops in the creature cage.

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Trophy Name	Trophy Grade	Hidden/ Shown	Description	Unlock Requirements
 **Familiarizer**	Bronze	Shown	Awarded for taming 20 different species.	As the description states. 20 creature types should have heart marks next to them in the Creature Compendium to signify you have tamed them to become familiars.
 **Familiarologist**	Gold	Hidden	Awarded for taming 250 different species.	As the description states. 250 creature types should have heart marks next to them in the Creature Compendium to signify you have tamed them to become familiars.
 **Boy Scout**	Bronze	Shown	Awarded for running 15 different errands.	Awarded for running 15 different errands.
 **Humanitarian of the Year**	Silver	Hidden	Awarded for running 60 different errands.	Awarded for running 60 different errands.
 **New Sheriff in Town**	Bronze	Shown	Awarded for completing 10 different bounty hunts.	Awarded for completing 10 different bounty hunts.
 **Bounty Hunter**	Silver	Hidden	Awarded for completing 40 different bounty hunts.	Awarded for completing 40 different bounty hunts.
 **Super Hero**	Gold	Hidden	Awarded for collecting all the merit awards.	Filled up all the merit award stamp cards with stamps received from doing tasks for people.
 **Pop Pop Fizz Fizz**	Bronze	Shown	Awarded for alchemizing 10 different items.	Awarded for alchemizing 10 different items.
 **Mad Scientist**	Gold	Hidden	Awarded for alchemizing 120 different items.	Awarded for alchemizing 120 different items.
 **Treasure Hunter**	Silver	Shown	Awarded for finding all hidden treasure chests.	Awarded for finding all hidden treasure chests.
 **Globetrotter**	Silver	Shown	Awarded for setting foot in all secluded regions.	Awarded when you have entered all dangerous places, hidden caves, and hidden forest glades.
 **Raising the Stakes**	Bronze	Shown	Awarded for collecting your first prize at the casino.	Awarded the first time you exchange casino chips for a prize at the Crypt Casino's cashier.
 **High Roller**	Silver	Hidden	Awarded for collecting all of the tickets for the Mem-O-Vision by winning big at the casino.	Buy all RIP room's movie theater tickets from the casino cashier.
 **Solosseum Slugger**	Bronze	Hidden	Awarded for winning your first bout in the Solosseum Series.	Win the first rank in the Solosseum battle arena.
 **Solosseum Supremo**	Gold	Hidden	Awarded for becoming the champion of the Solosseum Series.	Win Rank S in the Solosseum battle arena.
 **Magic Master**	Silver	Shown	Awarded for learning all of Oliver's spells.	Awarded for learning all of Oliver's spells.
 **Prima Donna**	Bronze	Shown	Awarded for learning all of Esther's songs.	Awarded for learning all of Esther's songs.
 **Gunslinger**	Bronze	Shown	Awarded for learning all of Swaine's trickshots.	Awarded for learning all of Swaine's trickshots.

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6

The Heart of *Ni no Kuni*



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AN INTERVIEW WITH AKIHIRO HINO

We created Ni no Kuni with the desire of making children feel something.

We sat down for an interview with the "father" of *Ni no Kuni*, Akihiro Hino. He spoke about working with Studio Ghibli and Joe Hisaishi, his own feelings on the creation of *Ni no Kuni*, and the messages he wanted to deliver in this title.

—— First of all, how did the *Ni no Kuni* project come about?

Ni no Kuni began as a concept to commemorate Level-5's tenth anniversary as a company, in which we wanted to create a game that children would enjoy playing and that would leave a good impression on them. I came to know Mr. Suzuki, one of the producers at Studio Ghibli, so once the initial designs were finished, we reached out to Studio Ghibli via Mr. Suzuki and asked them to create the animations for us.

—— Was that when you decided to work with composer Joe Hisaishi*?

That came later. As we started working with Studio Ghibli, we really wanted to ask Mr. Hisaishi to do the music, and Studio Ghibli was kind enough to introduce us. We met him in person and asked him then.

—— Did you plan on creating a PlayStation®3 (PS3) version from the start?

Yes. We decided to do both a Nintendo® DS (DS) version and a PS3 version right from the start. We started on the DS version first because the DS had a larger intallation base at the time here in Japan. But we oursleves wanted to show off our work in a higher-quality version, and even Studio Ghibli and Mr. Hisaishi were asking, "Can't we get this on a bigger screen?" It seemed a bit of a waste to confine such great content to just the small DS screens, so that's why we also wanted to make a PS3 version from the get-go.

—— What was the concept behind the PS3 version?

We really wanted to utilize the full capabilities of the PS3 hardware to show off the *Ni no Kuni* world. The PS3 version was significant because Mr. Hisaishi's music could now accompany the magnificent imagery, allowing both the audio and visual to work together to convey the feel of the *Ni no Kuni* world 100%. Also, on the PS3, we could create real-time polygon event scenes that reproduced the look and feel of Studio Ghibli's anime exactly. This would further allow us to give the player a sense that they've stepped into an anime world and can walk around it freely. That was one of the main goals of this project.

—— Compared to the DS version, the PS3 version has huge changes to the world map and other areas. Why is that?

With the goal to make an RPG that was approachable by the widest possible audience, we wanted to revitalize the old-school, top-down view for a modern-yet-traditional feel to the world map. To keep the world map screen from feeling like a plain old top-down 2D view, we made it feel more modern by arranging the terrain in fun and fascinating ways. Our theme for the PS3's version of the world map was to give the feeling of walking through a diorama. So we aimed to creating a kind of miniature model of the world, full of highs and lows, that is being photographed by a camera.

* Joe Hisaishi composed the music for many of Studio Ghibli's animated feature films, including *Nausicaä of the Valley of the Wind.* He is the composer for the Japanese-only Nintendo DS® version of *Ni no Kuni*, as well as this expanded PlayStation®3 version..

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—— In the DS version of *Ni no Kuni* you could cast spells by writing the magical runes with the touch screen and stylus. Did you ever consider using the PlayStation®Move controller like a wand to cast the spells in the PS3 version?

Yes, of course we did think about using the Move controller in the PS3 version. But if we made it a requirement to play the game, it would limit the number of people who would then be able to buy it. So in order to allow the largest number of people to enjoy *Ni no Kuni*, we stuck to using the standard PS3 controller and added other new features to the PS3 version to make it fun in different ways.

—— Tell us about the decision to include *The Wizard's Companion* book digitally inside the PS3 version, as well as to pack a physical version in with the collector's edition.

Reading a real book is wonderful, but when there's a book on the other side of a window to a fantasy world, and you can turn the pages in the virtual world, I think it can be just as fun. That's why we decided to allow you to read the book digitally inside the game.

At the same time, *The Wizard's Companion* was designed as a real book, and a lot of people said they enjoyed it as a book on its own merits, as well as a kind of collector's item. So we were worked with our Western distributor, Bandai Namco, to print a limited run of the English book as a special bonus for those who purchase the Wizard's Edition of the game in the West.

—— Can you describe the complexities of the White Witch's role in the plot?

The White Witch's manipulation of Shadar is a wonderful element of the plot, as is the idea that the witch has burdens of her own. Also, we wanted to explore the idea that everything has two sides. The White Witch wants to destroy the world with all her soul, and her spirit gets access to Oliver, who wants to save the world. That's where Pea comes in.

—— When you were creating characters like Oliver and Esther, what kind of discussions did you have with Studio Ghibli director Yoshiyuki Momose?

By the time I asked Mr. Momose to take on the character design, it had already been done to some degree, so we handed over those assets. But those designs were drawn by Level-5 designers, so we thought that if we didn't ask Studio Ghibli to draw them, then they wouldn't have that "Ghibli-ish" feel. So we asked them to ignore our character

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We wanted to depict the main character's growth from child to adult.

designs and re-do everything from the ground up based on my written script and setting notes.

—— Did you, in turn, ask Studio Ghibli for any rewrites of their work?

Not really. For the most part their designs were good to go from the start. What touch-up requests we did send them were just changes to hair color and the like. So when we received their designs back, it was like "Wow! So, this is Studio Ghibli's craftsmanship!"

—— What was the reason for using celebrities, instead of ordinary voice actors, for the main characters' voices in the Japanese audio? And what can you tell us about the English audio?

In Japan, we wanted to make a game that was very Studio Ghibli–like. As we had their art and Mr. Hisaishi's music, it made sense to also implement their approach to casting celebrities for the voices. We ourselves at Level-5 have experience using stage and film actors for the Japanese voices in the *Professor Layton* series*, so we thought that more natural performances by such actors would fit well with the overall feel of *Ni no Kuni* too.

For the English voice overs, our translators decided to use a split of American English and British English (along with its many regional dialects) between the two worlds. This meant we needed to cast actors who could convincingly pull off the two accents for the characters that appear in both worlds. The English audio also features child actors for some of the main characters and the theme song, which provided us with an even more realistic, heart-touching performance. This is why we focused on specialized acting ability instead of name value for the English audio.

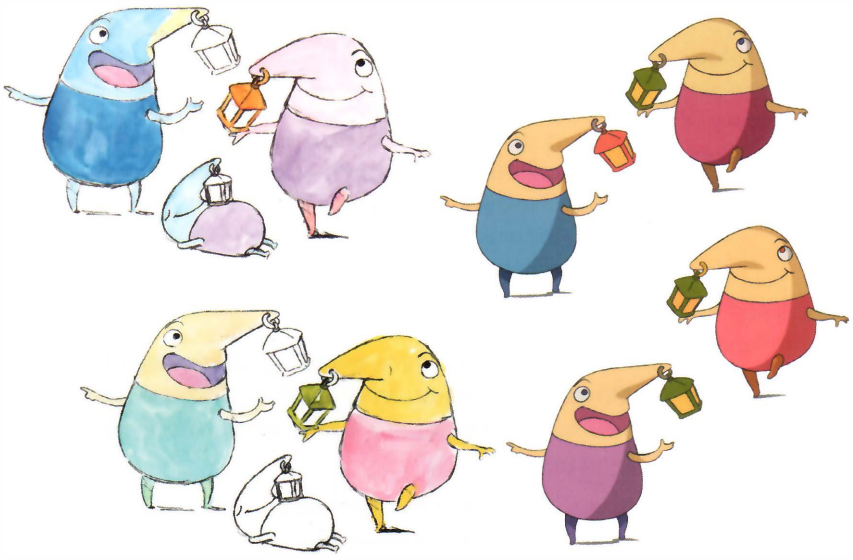
We include the original Japanese audio as an option in the Western release, so you can enjoy the feel of both performances.

—— What were your conversations with Mr. Hisaishi like?

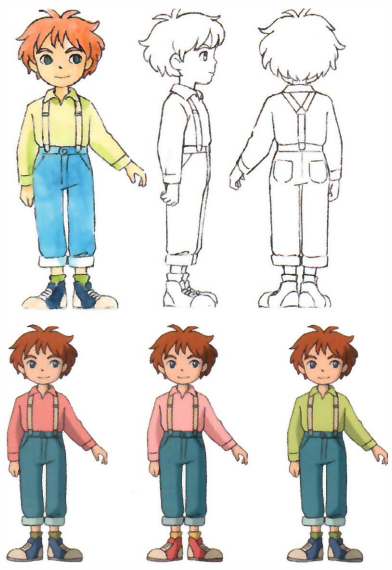
We met a number of times, where I explained the intent of each musical score and requested what kind of music we wanted. We discussed creating each piece of music to represent a different facet of the overall feel of the world. So Mr. Hisaishi created each song with these concepts in mind.

—— Do you have a favorite song?

I like Drippy's theme the best. It has a number of different arrangements, including serving as a base to the B.G.M. used in The Fairyground.



▲Drippy's color variations. When you look at these sketches by Mr. Momose, the animation director from Studio Ghibli, you can see they tried a number of different color combinations, starting with Drippy's face and lantern, before they settled on Drippy's final look.



▲The quiet, muted colors used for Oliver's clothes in the original concept sketches are quite different from the bright yellow used in the final game.

*Another Level-5 masterpiece. An immensely popular series of games in which Hershel Layton, a very English gentleman in a silk hat, solves difficult puzzles.

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—— Where did the ideas for the all the place and creature names come from?

In the original Japanese, these were all puns and word play. Most of the place names I named myself were pretty much in your face, so you could tell what kind of place they were before you went there.

In the English and European languages, the translators replaced the word play and puns in their own languages where they could (particularly in the creature names), but they also referenced a lot of fairy tales and nursery rhymes to give it the warmth of childhood memories and a fantasy feel to the place names, without making every single place and creature name a groan-worthy pun.

—— Did you check the design of each and every creature as well?

Every last one of them. Some of the really creepy monster-type creatures our art designers came up with needed to be toned down to match the cute Studio Ghibli style better. On the other hand, some of our initial drafts for familairs were overly-cute, to the point that I feared players probably wouldn't want to use them in battle. So we tried to strike a balance between the adorable and the monstrous for the look of our creatures in the game.

—— What message did you hope to convey to the people who play *Ni no Kuni: Wrath of the White Witch?*

We created *Ni no Kuni* with the desire of making children feel something. While the final story of the PS3 game was expanded so people of an older age group can enjoy it more as well, at its core is the desire for the young, and young-at-heart, to experience the spirit of dreams and adventure. In order to motivate children to come along on this long journey, we posed a theme that hits close to home—"What would you do if you lost your mother?"

Oliver's personal journey is to work to defeat the Dark Djinn Shadar in order to rescue his mom. But after having to say goodbye to his mother, Oliver then has to fight the White Witch with the ultimate goal of saving the other world. So there's this story of a boy learning to be a man, and to stand on his own without his mom. The Oliver who cried at his mom's death and said he didn't want to go on an adventure, transforms into someone who is, in turn, able to help and encourage others around the world. It reveals the process of how a child grows into an adult, and that's what I particularly wanted to share with the younger ones in our audience.



Akihiro Hino
President/C.E.O. of LEVEL-5, Inc.

Works as planner, scenario writer, and producer for the *Professor Layton*, *Inazuma Eleven*, and *Little Battler* Experience series. Currently working on a batch of new cross-media IP including *Yokai Watch* and *Fantasy Life*.

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AN INTERVIEW WITH KEN MOTOMURA

We started out wanting to create something that could be called a true Ghibli product.

Level-5 director Ken Motomura talks about characters like Pea and Cassiopeia, locations like The Fairyground, and the secrets of *Ni no Kuni*, including those hidden forest glades.

—— First, tell us about developing for the Playstation®3 (PS3).

As Level-5 was reaching its 10-year anniversary, we wanted to create a project to commemorate it, and we began work on *Ni no Kuni*. Akihiro Hino's concept was a warm storybook world, and we wanted to create something we really liked. But as we worked, the scale just kept increasing, and then we decided to work with Studio Ghibli and Joe Hisaishi. Then we wanted to make use of the best graphics, so we made the move to the PS3. We started out wanting to create something that could be called a true Ghibli product, and we couldn't have done that without Studio Ghibli.

—— Were there any times during development when you received motivation from Studio Ghibli or Mr. Momose?

Lots of times. Speaking of motivation, they gave me considerable guidance in regards to event direction. They looked at all of the event scenes and made comments like, "The movement is a little off," or "Cut here and connect there." They gave great advice and revision directions on even the smallest detail. They were even present for the motion capture, helping direct the acting.

—— Did you keep Studio Ghibli in mind when creating the story?

No we weren't that overly conscious about it being a Ghibli-ish story, but more conscious of Akihiro's idea of it being "a storybook world," so we paid attention to avoid using difficult words as much as possible, and to make the story easy to understand. Personally, I wanted to create a piece of entertainment with breadth and depth of emotion, from fear to laughter. That's why I tried putting in a wide range of scenes, from humorous ones through to scary ones.

—— Did you have any difficulties with the graphics when developing for the PS3?

There were so many, but if I had to talk about one, it would have to be the technical difficulties we had with Oliver's cape. We call it a "cape," but in fact it's more like a poncho when you consider the front section. We discussed turning it into more of a superhero-like cape, with no front section, as that was simpler to create. The programmers and graphic artists worked hard on this together. The cape is created not just with mathematical calculations alone, but by a combination of both mathematical calculations and hand-drawn motion. That's the kind of places where we were picky about.

Also, we were quite fussy about the eating scenes as those are done with meticulous attention in Ghibli anime. There is a breakfast scene at the beginning of the story, and although we tried to make it look like Oliver was enjoying his meal, eventually Mr. Momose suggested we simply not show Oliver actually eating. I thought the eating scene actually looked quite good in comparison to other games, but to film-conscious people like Mr. Momose, it simply looked weird. Eating is such a normal, everyday thing that if it's even the slightest bit unnatural, everyone will pick up on that. We really wanted to show Oliver and Allie's mouths with food, but it was suggested that hiding it would make the scene seem more natural, so we had the camera switch angles at the last second.

—— In regards to the graphics, the world map features a lot of terrain with extreme undulations. Were these particularly difficult to represent?

They were. At the beginning, Akihiro said he wanted a top-down view, but I thought it would be better to show the

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world from an angle closer to a first-person view that is more common in games these days. As we switched camera angles around to match his orders, I also came to think this view was actually pretty good. [*laughs*] The difficult thing was that when we first made the world map it was designed to be beautiful from the lower viewpoint of the character, but when looking at it from the top-down, it was difficult to distinguish all the ups and downs. So we kept modifying the geography to emphasize the undulations more and more, until it reached the point it's at now.

—— The combat system is very unique, isn't it?

We were trying to achieve something new for the battle system so we must have revised it over 10 times trying out different approaches. We came up with so many ideas, at first wanting to do encounter battles without seperate battlefields, and then others suggested that we try to do full-action battles, and so on... There was about a year where we were using a more command-centric system, but something just felt wrong because the battles weren't very fun. We really worried about this right up to the end. But once we started allowing the player to move their familiars about the battlefield, we started to see some potential. Until then it was just a command-based system that didn't let you move about—so this change was really refreshing. Finally, we felt like we had the right combination of action elements and command-based strategy.

—— There are a lot of growth types and attributes for the familiars; was it difficult to balance them?

Familiars with average abilities and tricks aren't very interesting so you tend not to feel any special bonds with them. That's why we tried to make them all have their own unique features and tradeoffs, like making the hard-hitters move slowly. So we hope you will raise up your own favorite team of familiars.

—— Can you tell us more about the decision to have *The Wizard's Companion* in the game?

Once we decided to keep *The Wizard's Companion* as a feature of the PS3 game, we wanted to make sure it was easy to access while playing. The best way to do that was to put it in the game itself as a digital book. Then we thought that since we are putting it inside the game, we might as well have fun with it and have the player gather the pages as they play along. Collecting missing pages of a book just felt more game-like. Also, once we added in the ability to zoom in and out to read the text better, we decided to add in hidden features like when you zoom in on certain points of certain pages, you will get animated movies that pop out at you. We even added in hidden hints that pop up when you zoom in on the maps to read the fine print. I hope *The Wizard's Companion* book is interwoven with the world so well that it adds a great deal to the game's atmosphere when you play it.

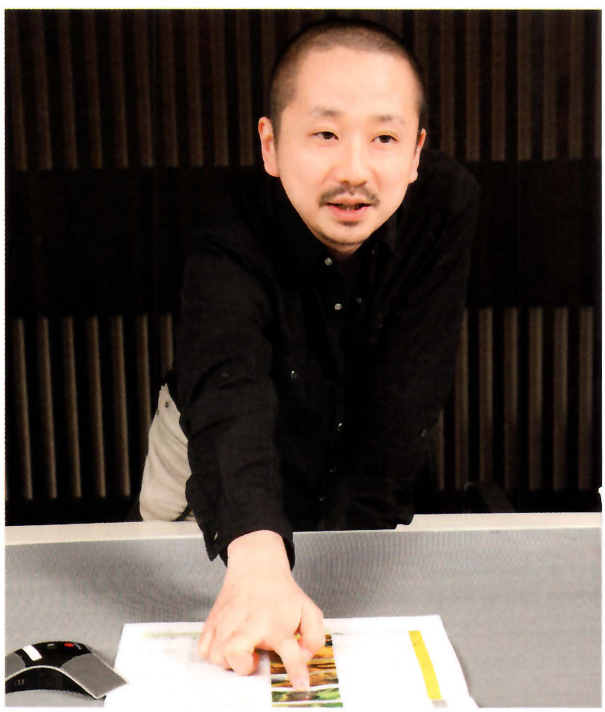
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—— What kind of exchange did you have with Mr. Momose regarding characters like Pea and Cassiopeia?

We asked Studio Ghibli to draw the original character sketches once we had the story pretty much solidified. During the back and forth on these, Mr. Momose had lots of great suggestions. For example, he suggested we change the color of parts of the White Witch's body to reflect her emotions. We loved that concept, so we made her colors change a little throughout her scenes. After we implemented that, we showed it to Mr. Momose, and he made further notes on the silhouette design. He suggested we make her head as large as possible, to increase the impact of her presence. Of course, we want to make her seem large in comparison to Oliver, so we increased her overall size slightly. We had much interchange over seemingly minor details like the volume of her hair. Then there was the White Witch's cape. The inside of her cape was supposed to look like the universe, but it didn't feel right. We spoke with our artists, and asked them to change it from a picture drawn on the inner-lining of the cape, to having it a seperate image that floats on its own, as if it was weightless like outer space itself.

—— Tell us about Pea.

Pea originally had very short hair. It was cute in its own way, but I wanted her hair to be a little bit longer. As far as her name is concerned, in Japanese we wanted to give her a name that sounded like it could be a girl's name, like Ana or Mana. But Mana was turned down outright because it was the name of a famous chid actor here (who we ended up using to do the actual voice!) [*laughs*] Akihiro wanted a name that felt more attuned with the fantasy setting, and he himself deliberated upon it right up to recording deadline. But finally he settled on "Kokoru" as a play on "kokoro" ("heart" in Japanese). In English, the translators called her "Pea" as a childish nickname for "Cassiopeia," as well as a wink at "The Princess and the Pea" fairytale.



—— How about Cassiopeia?

Cassiopeia was decided on in a flash during a meeting, and her image soon followed. We handed our character background and story documents off to Mr. Momose, then asked him verbally to draw us a character based on this information. We left him to come up with the actual design on his own. At first her "witch face" was a little too scary, so we had some back and forth on toning her evil image down. The rest pretty much fell into place quite smoothly.

—— Tell me about working with Mr. Hisaishi on the music.

The DS version of Ni no Kuni had around 20 pieces of music, but we knew we needed more for the expanded PS3 version. My dev team and I spoke with our sound department and I ended up writing order sheets for something like 11 new pieces. The actual communication was done directly between Akihiro and Mr. Hisaishi, but I sat next to Akihiro and listened in on the exchanges. Akihiro was just saying that he felt the tempo was too fast when it would suddenly slow down. We all liked this kind of dual-nature with the music as it seemed to fit the theme of Ni no Kuni perfectly, so I changed my order sheets to reflect our requests for more of such dual-natured music. Because the music was created via this process I think it came out realy well. I attended the recording session where the full orchestra performed our songs, and it was so wonderful, I just sat mesmerized.

—— Do you have a favorite tune?

I have several that I like, but I think my favorite has to be the Fairyground arrangement. When I heard that, I laughed. Then it just stayed in my head, and before I knew it, I was humming along. I also like the Mummy's Tummy tune done with recorders. When I placed the order in for that piece, we wanted it to sound like something from a kindergarten class. During the recording session, we had adults playing the organ with others playing along on recorders that they brought from home, and everyone was

We thought, "What makes RPGs fun?" as we packed in as many interesting features into the game as we could.

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laughing as they played. It was quite something to see. In relation to the duality theme I mentioned before, a good example was a chorus in the White Witch's theme. Mai* brought a chorus choir with her to sing the voiced sections. But after the chorus parts, there was this convulsive mix of intense sound followed by quiet. Later, when we made a promotional video for the game using that music, I really felt the impact of the powerful beginning to that new theme song.

—— Do you have any secret development stories that you'd like to share?

When we were first creating the Fairyground, I wanted to create the Fariy Godmother as an older lady with a perm who kind of nagged a bit. So I talked to the staff that designed Drippy and I told them to make a woman that looked kind of like a mountain. They said they liked the idea of a mountain-like woman. I wondered what they meant and they explained it felt like "Mother Earth as a mountain that gives birth to the fairies," which I in turn felt added an even more interesting element to the image. That sort of reminded me of how sea anemones lay eggs, and how their offspring burst forth, and so I wrote that into the story. That concept in turn was built upon until, in the final game, it becomes like this giant explosion where the offspring all come popping out, landing in the river with everyone else jumping in as if it is some kind of celebration. [*laughs*]

Another story where we put in a lot of hidden effort was my asking the artists and game designers to add more playful elements onto the world map. One of our themes is "the discoveries and chance meetings had on an adventure." I think that's one of the best things about playing RPGs. One example of this is where we added all these hidden caves and forest glades around the world map; and when you enter them, you'll find strange people or creatures living there. That's the kind of fun discoveries I wanted you to experience.

—— Is that where the idea for all those hidden forest glades came from?

That's right. I really wanted to have all these forest glades and caves hidden around the world, so I asked my game designers and artists to add them in. Later when I checked out the world map, there were a lot of spots that looked like they might have something hiding there, and that made the adventure so much more fun for me. Also, at the end of the game, the Guardian of the Worlds appears in the center of the world map, so my staff called it the "bellybutton of the world." So the staff in charge of building the world map had a lot of fun with it, and I hope you all have as much fun discovering these secrets as we had creating them for you.

—— Do you have any other things that you want players to find?

In battles, I like being able to combinine your party members' equipment and items in your own way to defeat the toughest of enemies, so I hope you find that fun in *Ni no Kuni* as well.

I'd also like you to meet some of the strange characters that our game designers enjoyed putting in the game. [*laughs*] I really like the crab having a shower under a waterfall in the crab cave on Teeheeti, as well as that posh chap that keeps asking Oliver to go find his diary that he has dropped. One of the other crabs next to the one having a shower sounds quite intelligent, so I find that huge difference in characterization funny. You can see we had a blast just coming up with ideas of how crabs should talk. As for that posh traveler chap, he seems so out of place that you know he's going to get himself into trouble. Each time you see him you think "Don't tell me he's gone and dropped his diary again!"and even the way Drippy and Oliver react gets more interesting after the third time or so. That's just another fun thing in the game that's unrelated to the main story that I hope you enjoy.

In the English version, look out for my Japanese dev team's own attempt at an English translation of the Smiley 'n' Surly comedy scene hidden as an easter egg in the RIP room of the casino (unlocked by exchanging casino chips for the required tickets.) It's our way of showing how the game could have sounded if translated by the wrong people! [*laughs*]

—— Do you have a final message for the people reading this interview?

I want RPG fans to enjoy this game. The whole dev team thought, "What makes RPGs fun?" as we packed in as many interesting features into the game as we could. There's some good old elements in the nostalgic parts, and some new and exciting elements in the battle system, so we hope you find both sides entertaining. And I'd like the players who are reading this guidebook to become obsessive about raising familiars. There are so many fine details in the parameters and abilities of the familairs that I think will generally go unnoticed. So I want players who can see those details in this guide to make their own plans for how to best raise their own special familiars.



Ken Motomura
LEVEL-5 company executive and Senior Manager of Product Management Department No. 2. Ken directed *Jeanne D'Arc*, *Dragon Quest IX: Sentinels of the Starry Skies*, and the DS version of *Ni no Kuni* as well as this PS3 version of *Ni no Kuni*.

*The singer of the ending theme "Kokoro no Kakera (Fragments of a Broken Heart)." Composer Joe Hisaishi is her father.

Pobrano z www.ebookgigs.eu

AN INTERVIEW WITH YOSHIYUKI MOMOSE

A fresh new creation that Studio Ghibli has never done before.

We interviewed Yoshiyuki Momose of Studio Ghibli, the gentleman responsible for the brilliant, colorful animation. He told us his thoughts on supervising the event scenes of *Ni no Kuni: Wrath of the White Witch*.

—— How was working on animation for a video game?

I wasn't creating the game itself, so it wasn't quite that perplexing. But with regards to the animation for the event scenes, the way you make it doesn't change. I've just been doing what I wanted to do, which was create Studio Ghibli–style animation. And if you want to make that, there's always a set process to follow, to keep it consistent.

—— With regards to the storyboards, did you have detailed specs from the beginning?

To start, I received the story outline and design points, along with the scenario that Mr. Hino wrote. From that scenario, a number of storyboards emerged, but there weren't any detailed spe-cifications. "We've written out this scenario. Do you think it's interesting? We don't mind if you have ideas and want to change things." That was pretty much what they said. So I wasn't really tied down to the scenario, which made things much easier.

—— Was there anything you fussed over after it was drawn?

The world of Motorville is fashioned after 1950s America, so I wanted to make sure that the scenery and the appearance and movements of the people all called forth that kind of feeling. So we needed to keep that in mind through the quite lengthy creation process. That makes this game a fresh new creation that Studio Ghibli has never done before.

—— Did you have to draw a lot of scenery?

I just drew scenery for the different cuts in the game. The way to create consistent animation is the same. So to get a feel for the world, you need to think of what kind of emotion each scene is intended to provoke, and then direct the artists to create images that fit.

—— Were there any changes that you made to the characters?

For example, Oliver's costume needed to be changed so that he'd look like a young boy in 1950s America. Then I focused on making basic changes to make the movements easier to animate.

—— How was it, working on *Ni no Kuni*?

I supervised the event scenes, but drawing the characters was of course fun. I felt like I was participating in creating the game, and I think that came through in the drawings.

—— Were there any image specifications for the characters?

Their age, as well as the character connections and bonding. It's barely explained in the images, but you can be free with the visuals and draw what you like, and search for the thing that you find interesting.

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—— How was it, drawing the characters?

When you animate by hand, you have to keep drawing the same created characters. So they gradually smooth out, and you get a feel for how that character should really look and feel. When you're working with CG it comes up when you create the model from the drawing. So the drawing isn't just a blueprint; you want it to contain all the nuances you want to pass along to the modeling staff, and you need to think about that as you draw. It's completely different. But it's so interesting to see the characters you drew come to life and move around in CG, and see how they differ from your drawing. I haven't had that experience frequently, so it's always fun.

—— In regards to the event scenes, what kind of exchanges did you have during development?

One example involves meal scenes, where characters are doing everyday gestures. You're used to seeing these movements, so when they're unnatural, you know immediately, and it's easy to call out the defect. Do you want to show that their food looks delicious, to see them biting, chewing, drinking—all of those fine details? Doing that kind of movement in CG is even more difficult than drawing it out by hand. That's a technical question, and games have a very hard limitation on that. So you need to keep in mind that you should only show what you can do well.

—— So you have to be steady with your presentation.

In that scene, we don't want to show them eating; the goal was to show the exchange between Oliver and his mother. There's no reason to show the difficult part of them eating. If the way they eat is strange, then people will notice that and have difficulty getting into the story, which is a problem. Speaking generally about event scenes, my advice is to cut at the point where the viewer can empathize, and then look for deep compositions.

—— When making the event scenes, were there any motion-capture sessions?

When development had begun, taking care of the hand-drawn animated event scenes was a bit difficult, so we started discussing adding CG event scenes. There were a lot of discussions of "this isn't hand-drawn, so can I leave this event scene to you?" But then we realized that the Level-5 staff had drawn a lot of storyboards. So they were saying, "Please look at this," and I thought it was difficult. There were just so many! [*laughs*] They drew as much as they would have for hand-drawn animation, and it was taking so long and we just weren't getting anywhere. So that's when I was in Fukuoka for the motion capture. We used the storyboards in place of a script and directed the actors so we could get the data we needed. After that, we could cut and compose and rotate to fit the previously drawn scenes, so I got the sense that everything was okay. In regards to the acting, we couldn't treat it as if we could re-do it later, so it was wonderful that we got such a good performance.

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I think it's important that players feel like they're participating in a Ghibli movie..

—— It becomes a foundation, doesn't it?

That's right. For example, you need to capture the performance for a fat character, but the individual actor isn't fat. From the beginning, you want to make the movements normal. So from the beginning you need to think about how a fat character would move, and keep that in your head for the entire duration of the performance, so that characteristic is prominent. That's why they had me around for the capture session. If you discover afterward that the feeling of a fat character didn't come through in the performance and you want to fix it, then that costs money and isn't much of an option. If you can pin it down from the beginning, then you're less likely to need to fix it later.

—— Did you also have to direct facial expressions and the like?

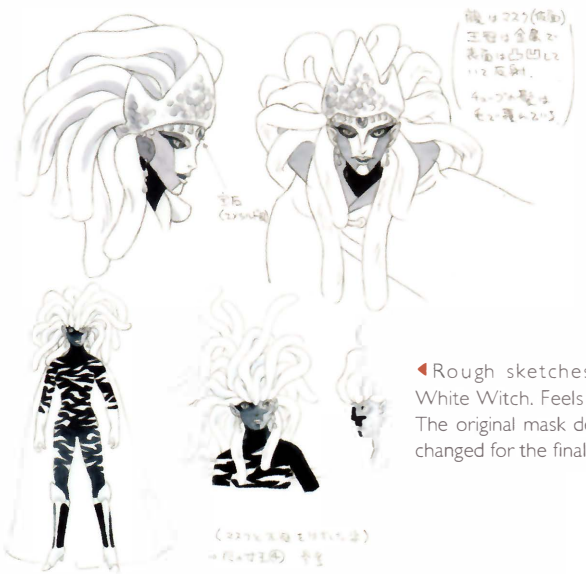
Weren't there a lot of event scenes? If you break that down and look at it, it was difficult on the staff. Arranging the drama movement requires attention, and you have to pore over every detail. There were a few scenes like that, where it felt like the facial expression wasn't enough, or I thought it needed to be a bit more lively, and I gave advice.

—— It's important whether or not you notice.

There are so many things. [*laughs*] It's not that you didn't do it well, it's that the tiniest things suddenly become very visible. One example is when people turn to look at something: You expect that just before you look at something, you're aware of where you're moving, and so your eyes will move first, and then your face will follow. But if there's a gap between when your gaze turns and your face turns, then it looks completely different. If the eyes and face move together, then it looks more like a doll's movement. If you do it so the character's intention becomes clear, then it looks like a living character.



▲ Sketch of Cassiopeia. Viewing from behind, you can see her hair is tied up and decorated with ornaments.



◀ Rough sketches of the White Witch. Feels intricate. The original mask design was changed for the final design.

▼ Size comparison of the new characters for the PS3 version. The White Witch's presence is strong.



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—— So you just mention things that will make things better.

That's right. The Level-5 staff has been very responsive. So many things have been brought up, and they take the time and effort to stop and implement these changes. They don't give up, and they've been very respectful of deadlines. It's been wonderful. It really feels like something we've made together.

—— Were you able to see the completed game?

In regards to the visuals, the concept was to look like animation cells, but there are also the game elements on the screen, so I think we ended up fairly close to that. As far as adding shadows, or arranging things so that they look like hand-drawn animation, or using simple images that run smoothly, it's difficult, I think. But I get the impression that with real-time rendering, it looks smooth. So I feel that each of the event scenes looks like a scene in a movie.

—— Do you have any final message for the readers?

The event scenes are a visual medium, created to look and feel like an animated movie. If you look at another title, you might get a different impression, like you're looking at a game. But that's a personal touch of this game. We want players to feel as if they are participating in a Studio Ghibli movie, and I think that's what you'll see. There's comedy and lots of fun content in this game. We worked hard to make it feel like a fun animated movie, and for that reason we hope you enjoy it.

Yoshiyuki Momose



Born in Tokyo in 1953. Began work at Studio Ghibli as a Layout/Production Management Assistant on *Grave of the Fireflies* ('88), directed by Isao Takahata. Created storyboards for *Only Yesterday* ('91) and *Pom Poko* ('94), produced *My Neighbors the Yamadas* ('99), and supervisor for *Ghiblies Episode 2* ('02). Also directed commercials and music videos, and illustrated storybooks. Producer for *Ni No Kuni*'s animation part, and supervisor for event scenes.

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IMAGE GALLERY
CONCEPT ART

[Artist: Yoshiyuki Momose]

Here we'll show you some of the concept art drawn by Studio Ghibli. We hope you enjoy these wonderful images that helped bring the world of Ni no Kuni to life..







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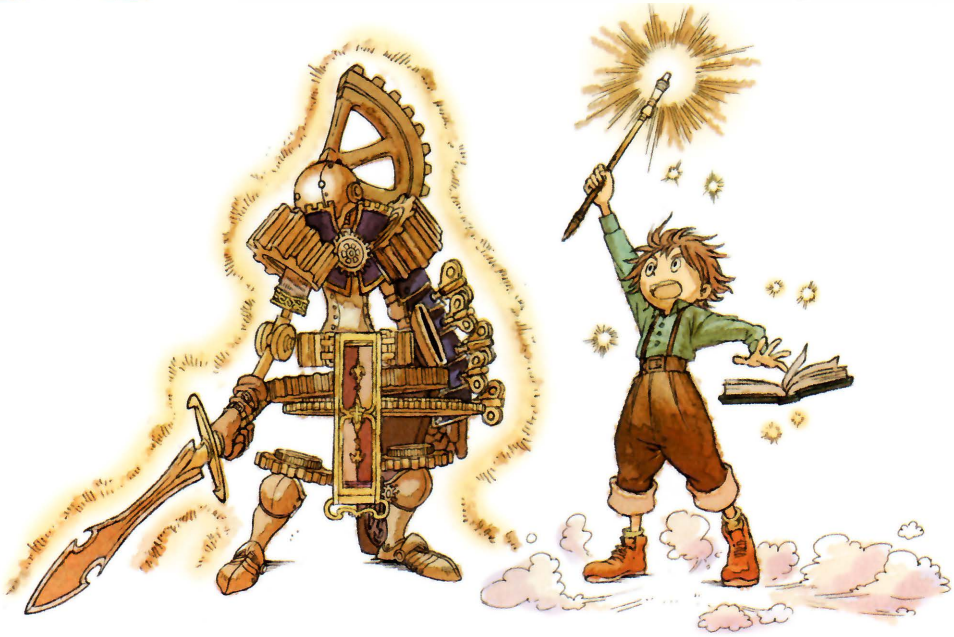
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IMAGE GALLERY
CHARACTERS

Here you can see the art for a number of charming characters that appear in the game. We've even included rough sketches of concept art for some of the characters.

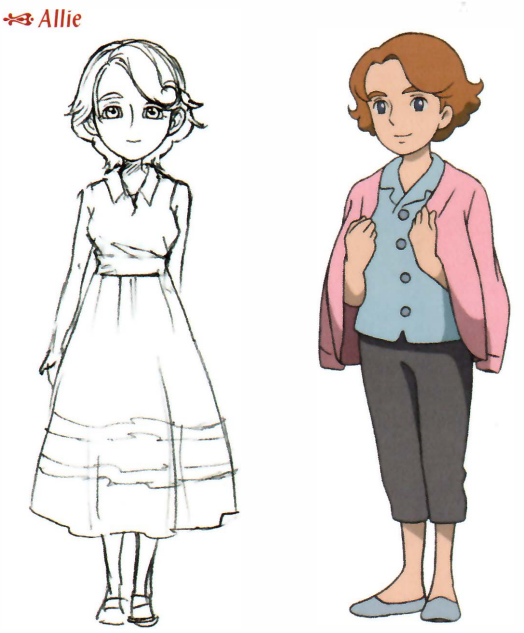
Oliver



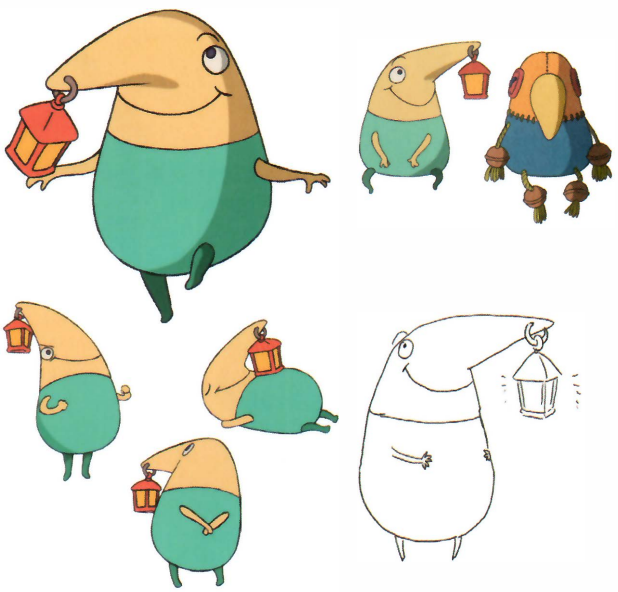


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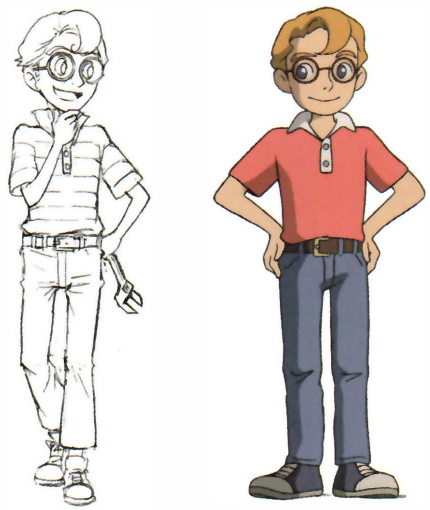
Allie



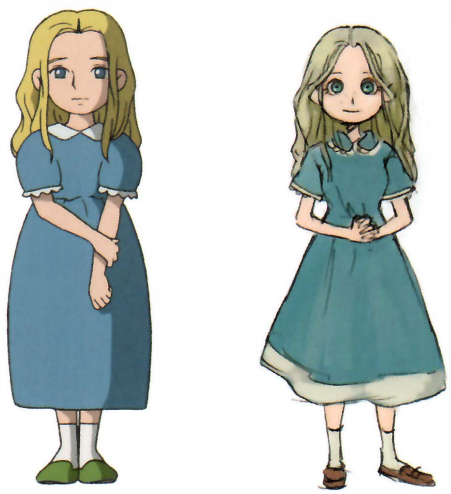
Drippy



Philip



Myrtle

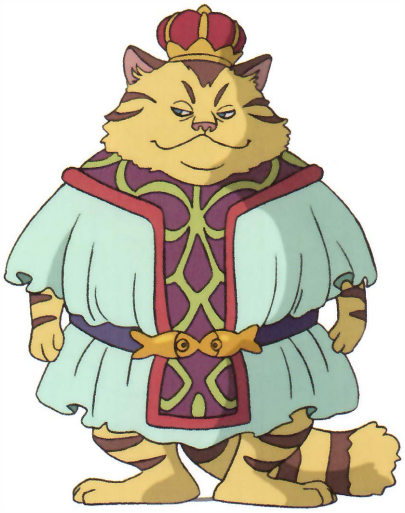


Leila

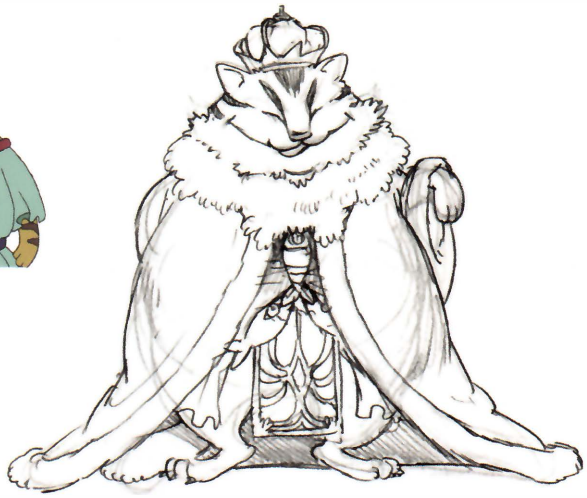


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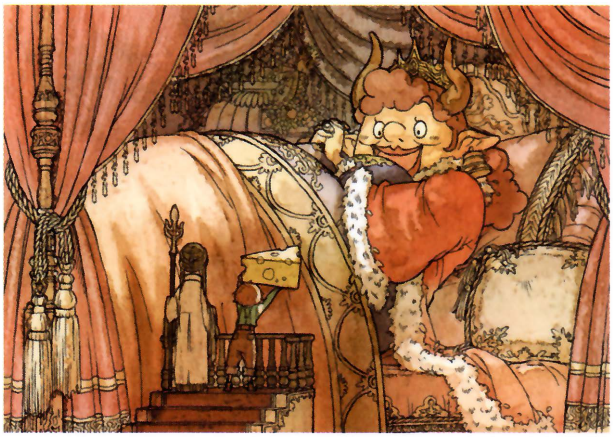
King Tom the XIVth





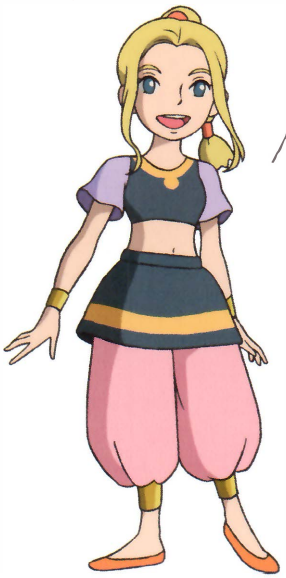


Queen Lowla

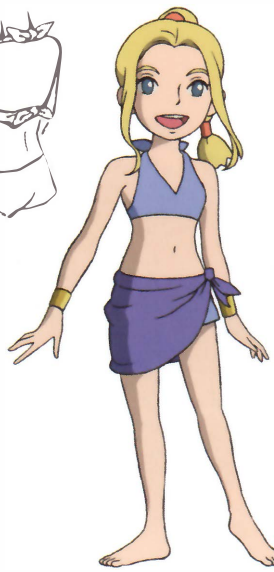




Esther









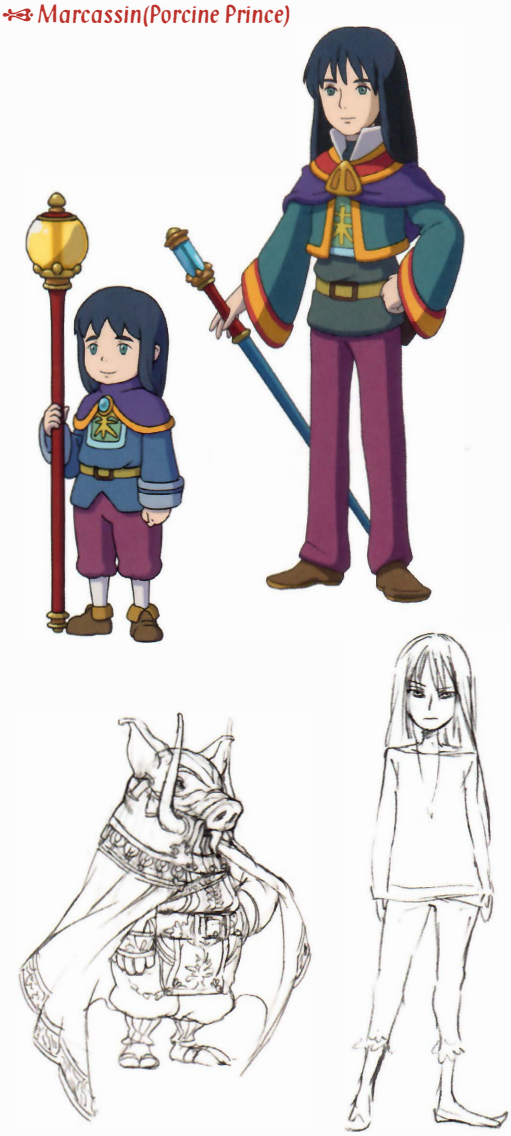


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Swaine (Gascon)



Marcassin(Porcine Prince)



Rashaad



Khulan



Kublai



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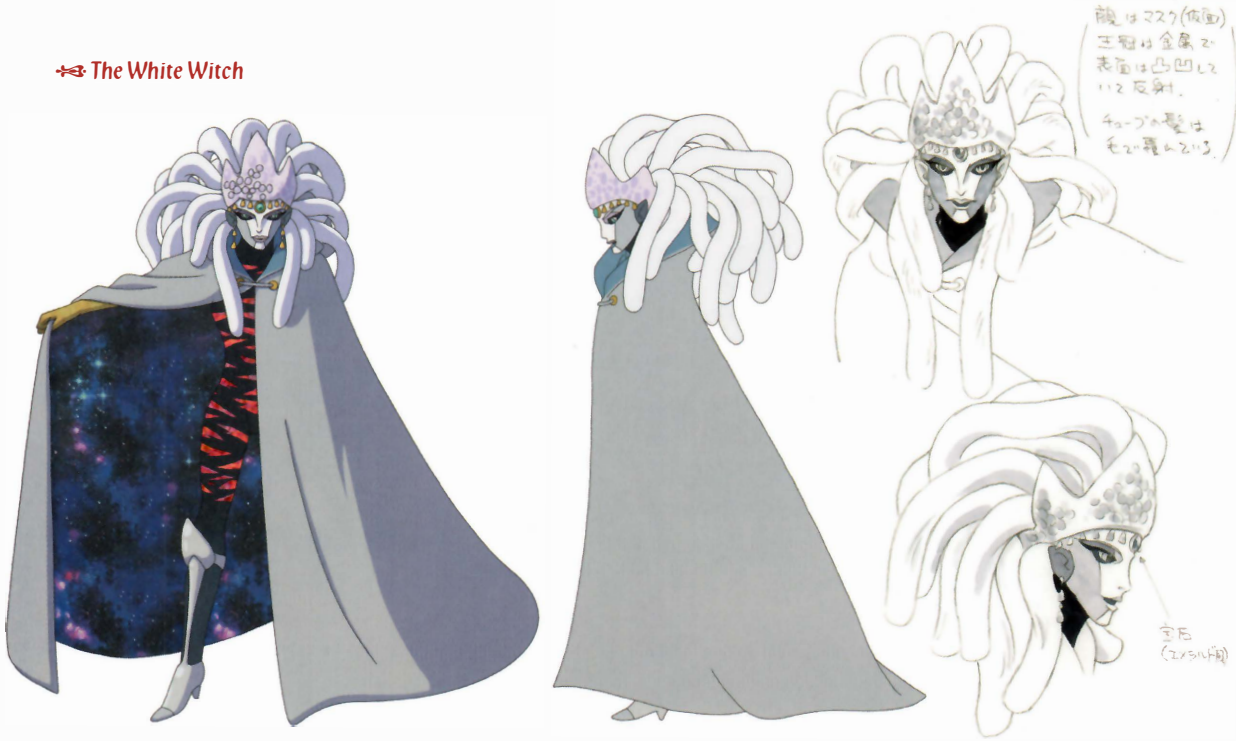
Alicia



Shadar



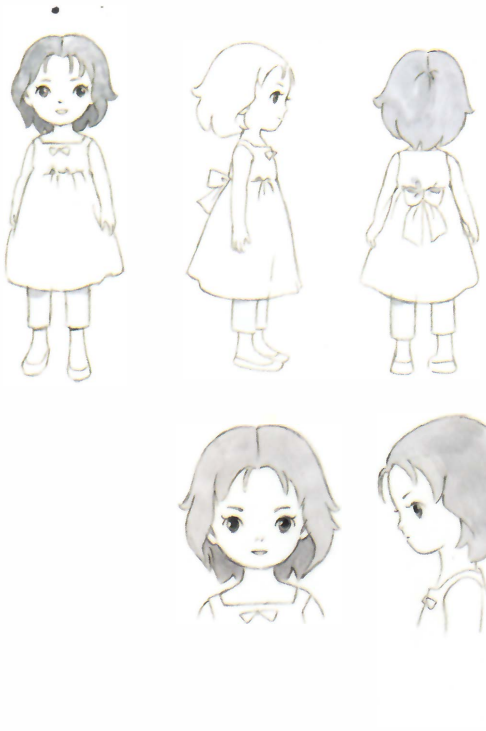
The White Witch



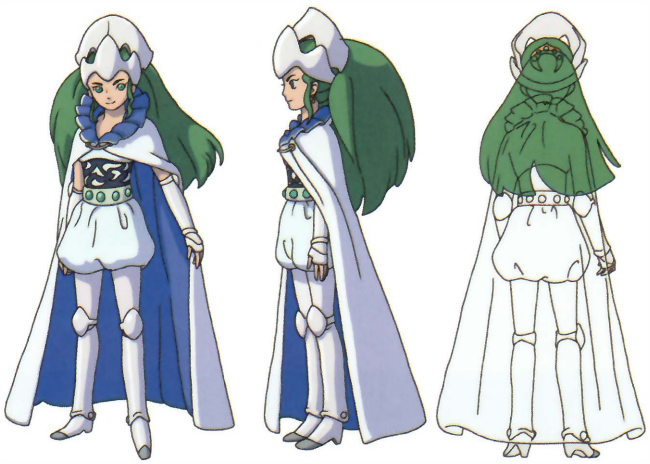
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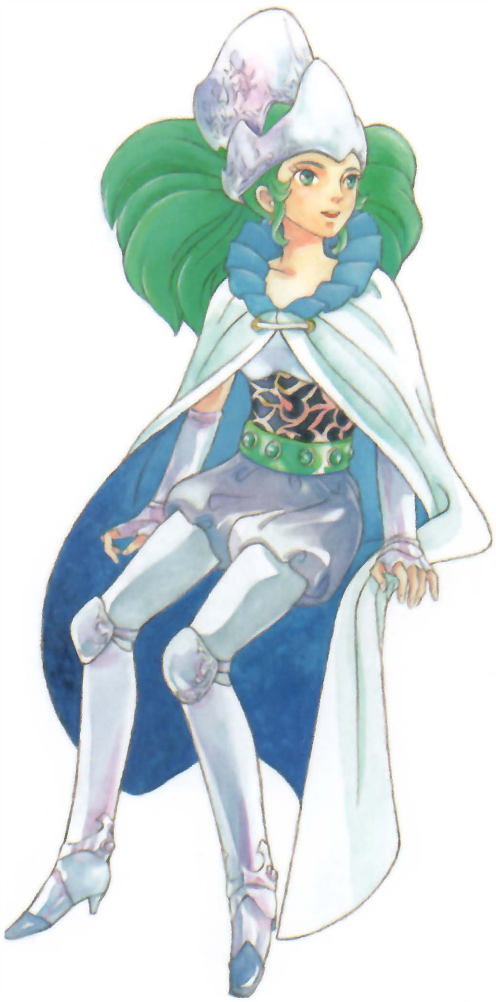
Pea

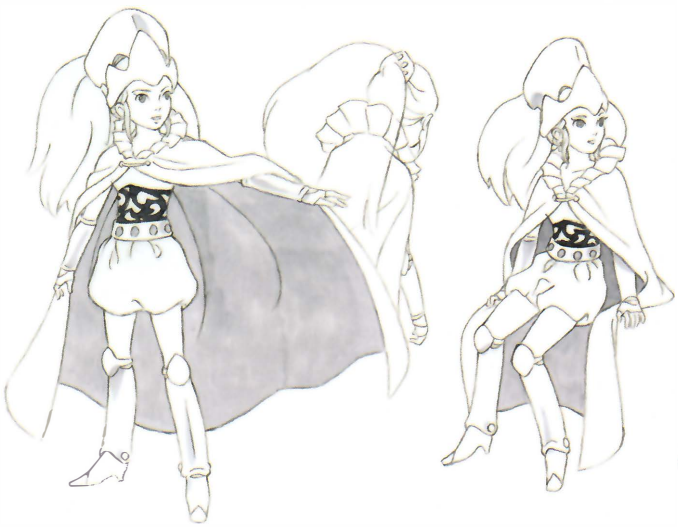




Cassiopeia







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IMAGE GALLERY
SCENERY ART

Here we've included a selection of minutely-detailed scenery art. Try comparing them with the actual in-game locations.

Motorville—Main Street



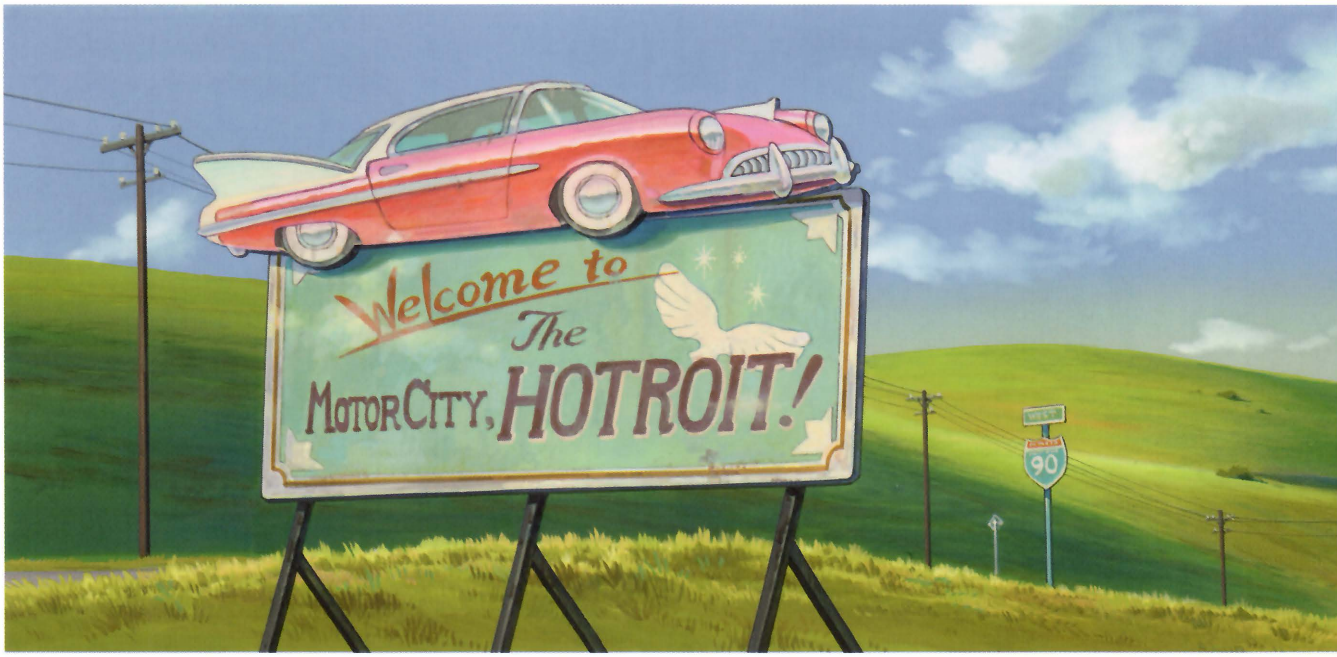




Map of Motorville



Image of Motorville*



*In the Japanese version, Motorville was called Hotroit as a reference to a "warm Detroit." Changing the name to a more natural place name in the English version, meant the welcome sign had to be redrawn. Even the highway number was changed to a more geographically correct one to hint it was near Detroit without stating it outright in the name.

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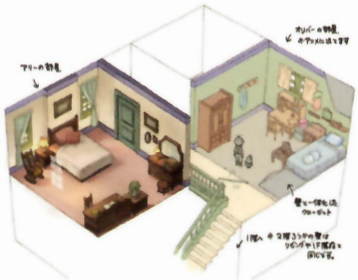
Motorville —Oliver's Neighborhood



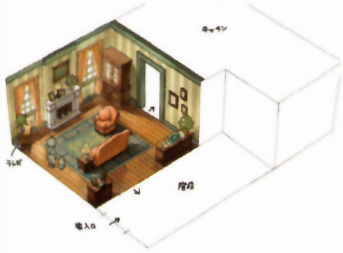


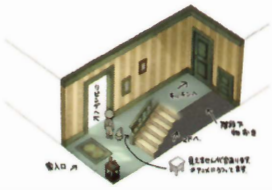
Oliver's House

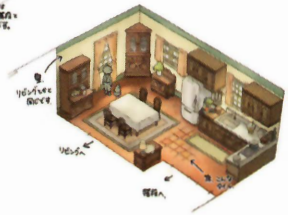














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Motorville—Leila's Milk Bar (Exterior)



Motorville—Leila's Milk Bar (Interior)



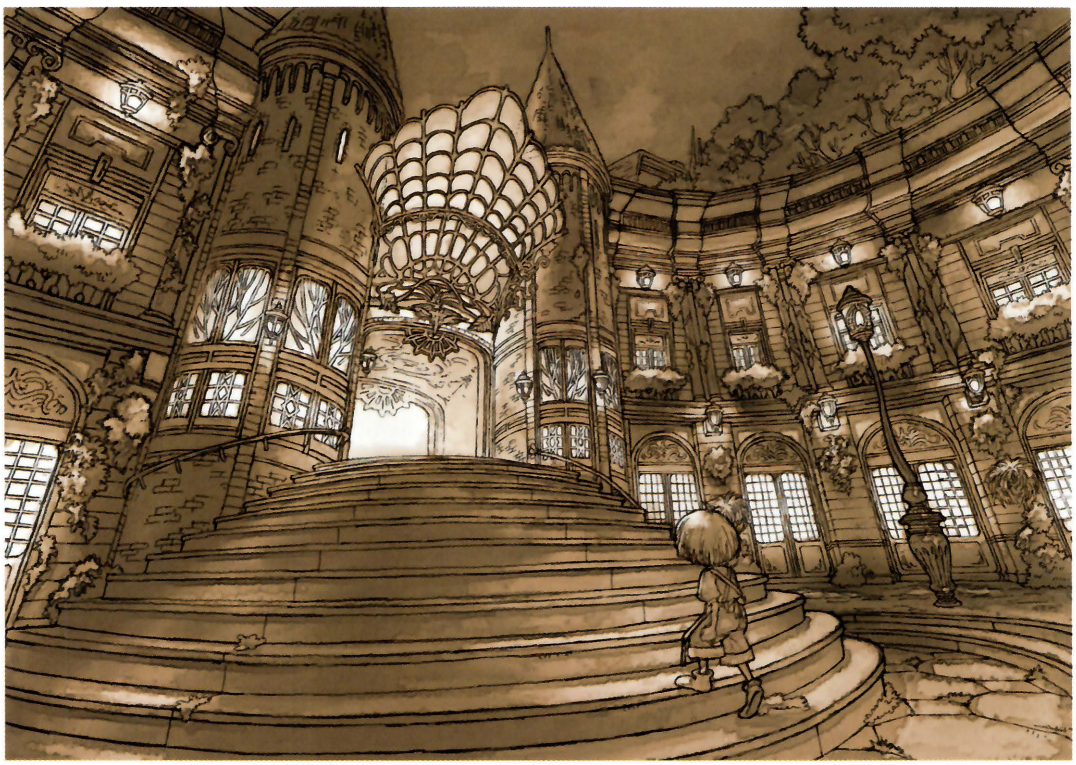
Motorville—Philip's Workshop



Motorville—Rusty's Garage



Motorville—Gateway to the Other World



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Ding Dong Dell—Street 1



Ding Dong Dell—Street 2



Ding Dong Dell—Palace Interior 1



Ding Dong Dell—Palace Interior 2



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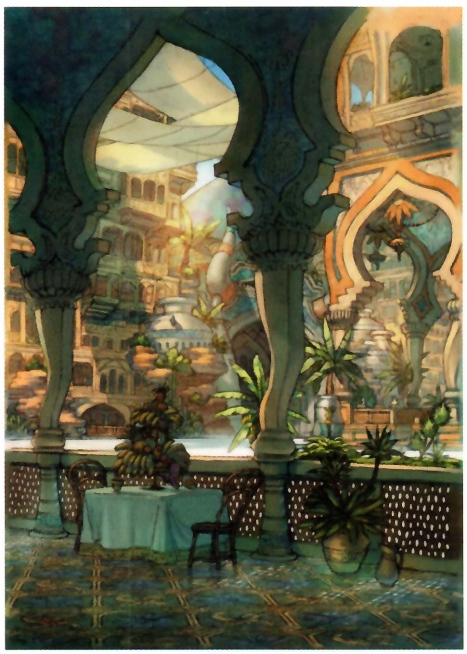
Al Mamoon (Bird's-Eye View)



Al Mamoon—Rashaad's Shop



Al Mamoon—Plaza

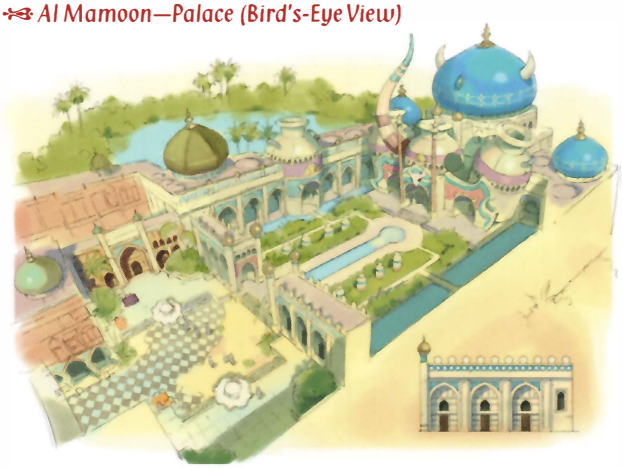




Al Mamoon—Palace Interior



Al Mamoon—Palace (Bird's-Eye View)



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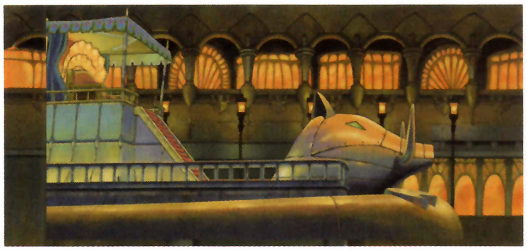
Hamelin—Exterior



Hamelin—Royal Procession 1



Hamelin—Royal Procession 2



Hamelin—Interior



Hamelin—Porcine Prince's Chambers



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The Fairyground—Main Street



The Fairyground—Cavity Club 1



The Fairyground—Cavity Club 2



The Fairyground—Back Alley



The Fairyground—Bird's Eye View



The Fairyground—Artillery Tower



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Castaway Cove—Bird's Eye View



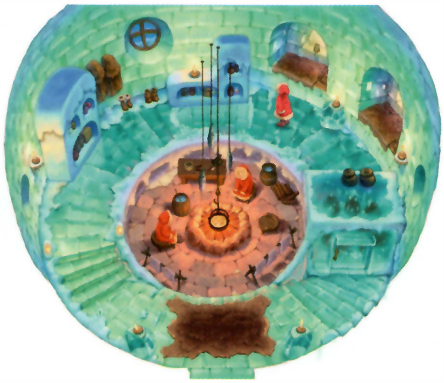
Castaway Cove—Docking Cave



Yule—Igloos



Yule—Igloo Interior



Perdida—Bird's Eye View



Perdida—Entrance Area



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Castle Nevermore—Exterior



Nevermore—Entrance



Nevermore—Interior



Nevermore—Exterior (After Defeating Shadar)



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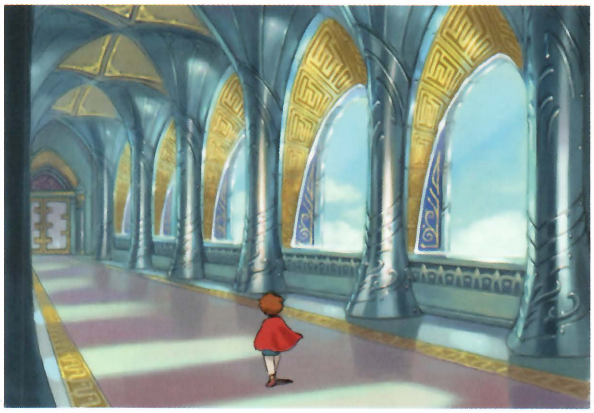
The Ivory Tower—Exterior



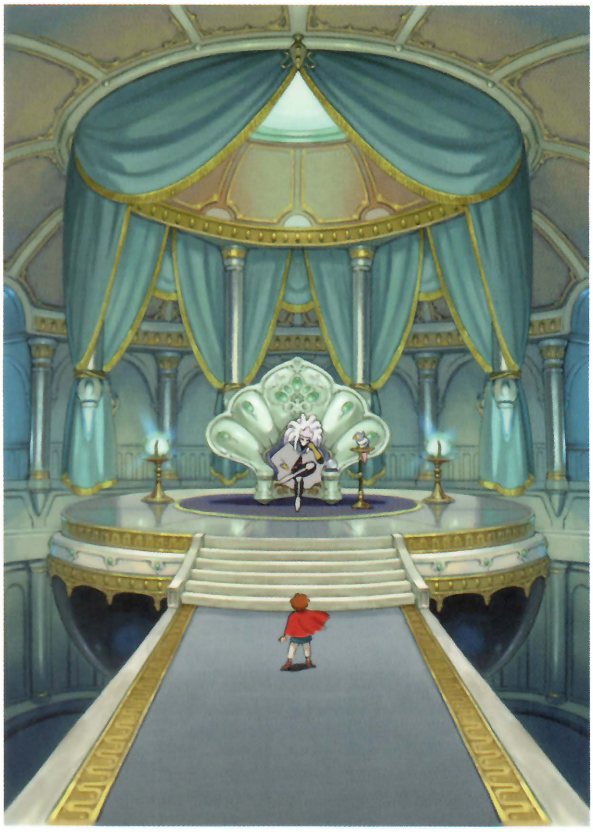
The Ivory Tower—Entrance



The Ivory Tower—Hallway



The Ivory Tower—Throne Room

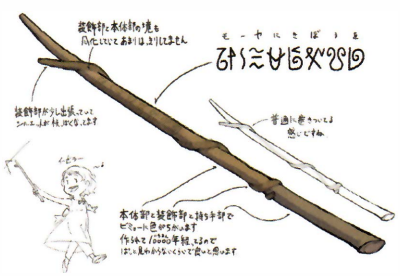


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IMAGE GALLERY
ITEMS

Some of the numerous items you'll encounter in the game. See if you can spot the changes between these detailed designs and their final in-game counterparts.

Old Stick



Magic Wand



Magic Wand—Initial Design



Alicia's Pendant



Mornstar



Mornstar—Initial Design



Muse's Harp



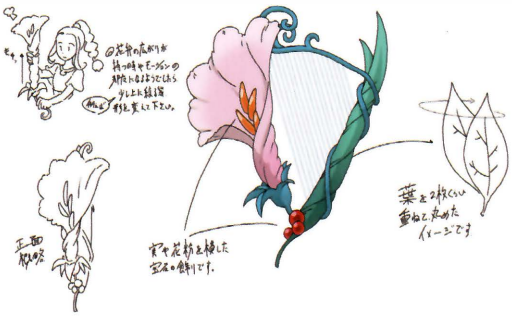
Timeworn Harp



Herald's Harp



Bard's Harp

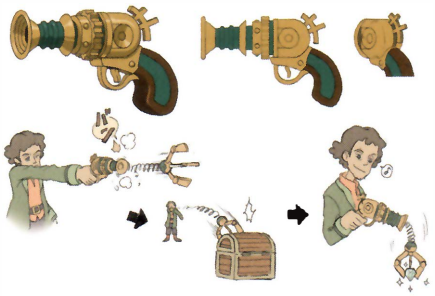


Heart-Winning Harp



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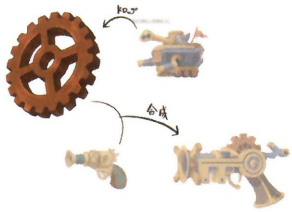
Pickpocket's Pistol



Rogue's Revolver



Hog's Cog



Highwayman's Handgun



Gyro-Grappler



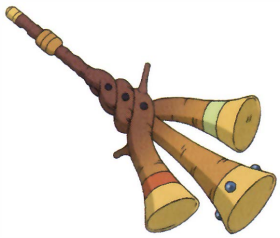
Cad's Cannon



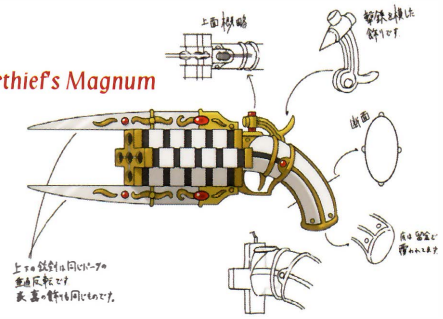
Cad's Clasp



The Clarion



Masterthief's Magnum



Locket



The Wizard's Companion



Dragon Horn



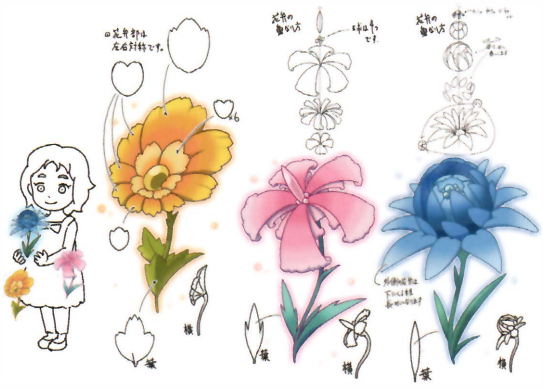
Cauldron



Creature Cage



Flowers of Hope/Youth/Faith



Box Containing a Mandragorer (Not Used)



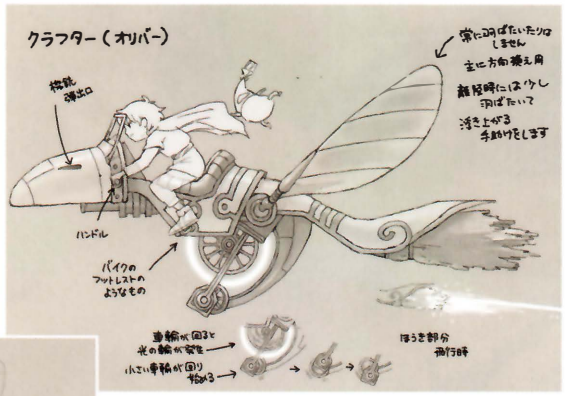
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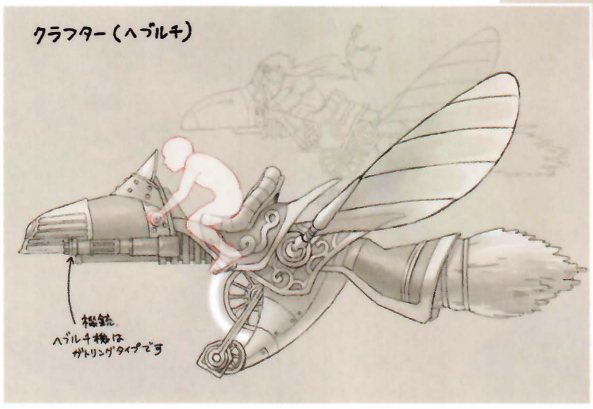
IMAGE GALLERY
VEHICLES

This section contains detailed drawings of some of the vehicles that Oliver and friends used during the course of the story. There are even some vehicles in this section that didn't make it to the final game.

Oliver's Cloud Sweeper (Not Used)





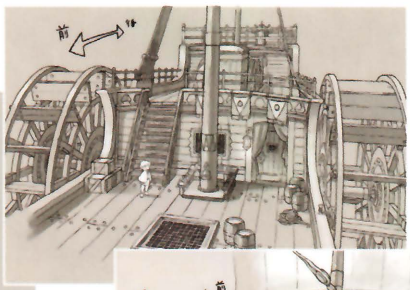


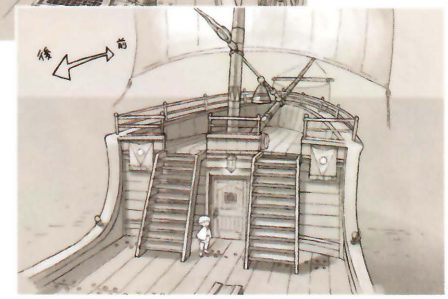
Kublai's Cloud Sweeper (Not Used)



The Sea Cow



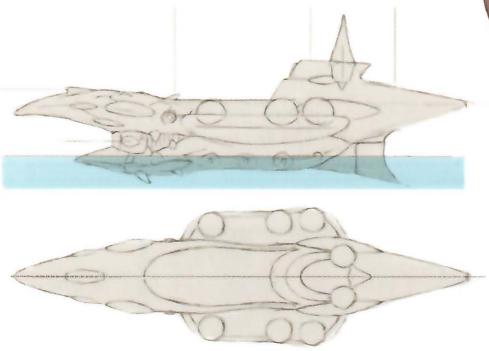


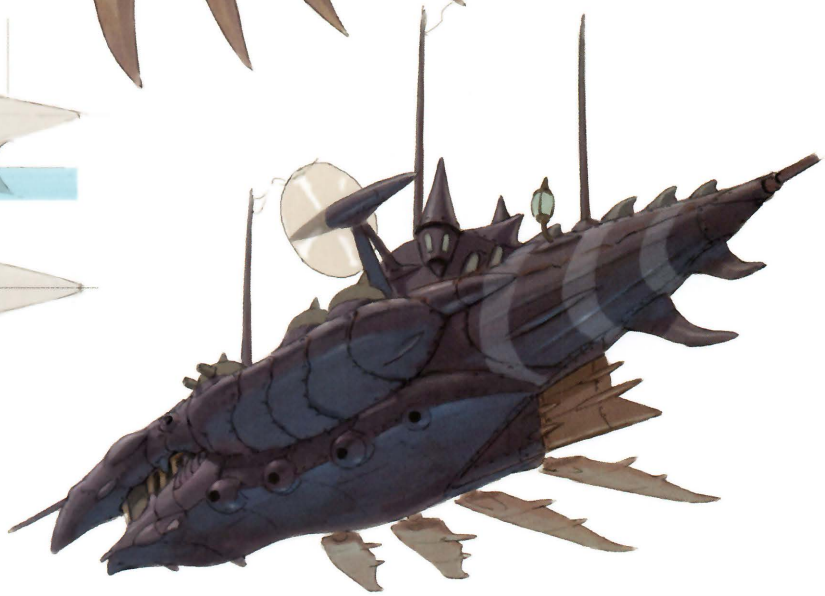


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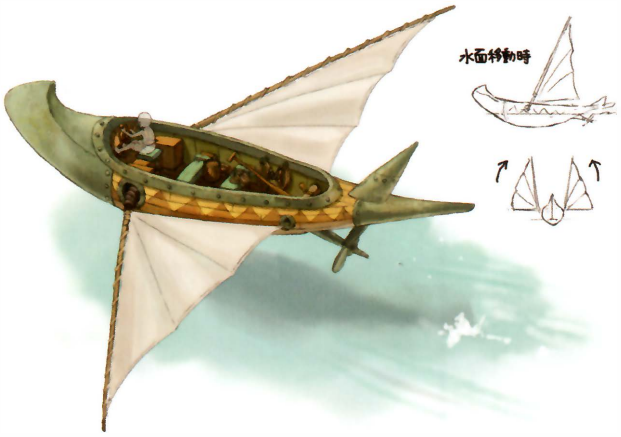
The Iron Wyvern



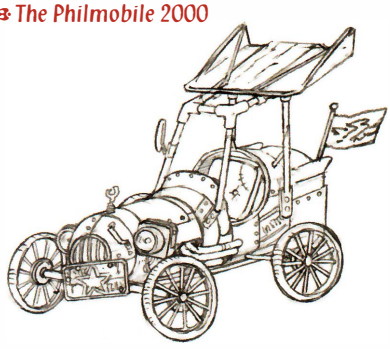




Flying Boat (Not Used)



The Philmobile 2000



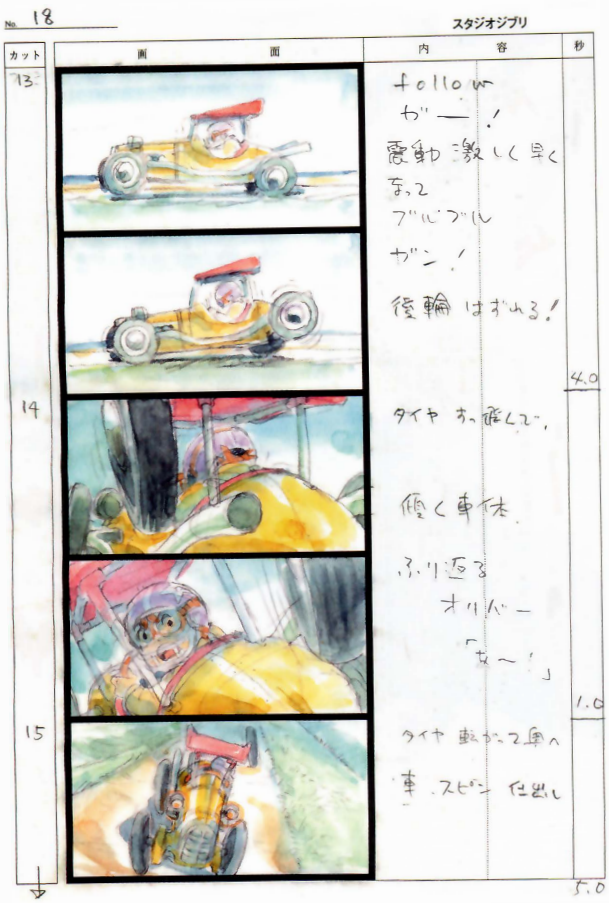
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IMAGE GALLERY
STORYBOARDS

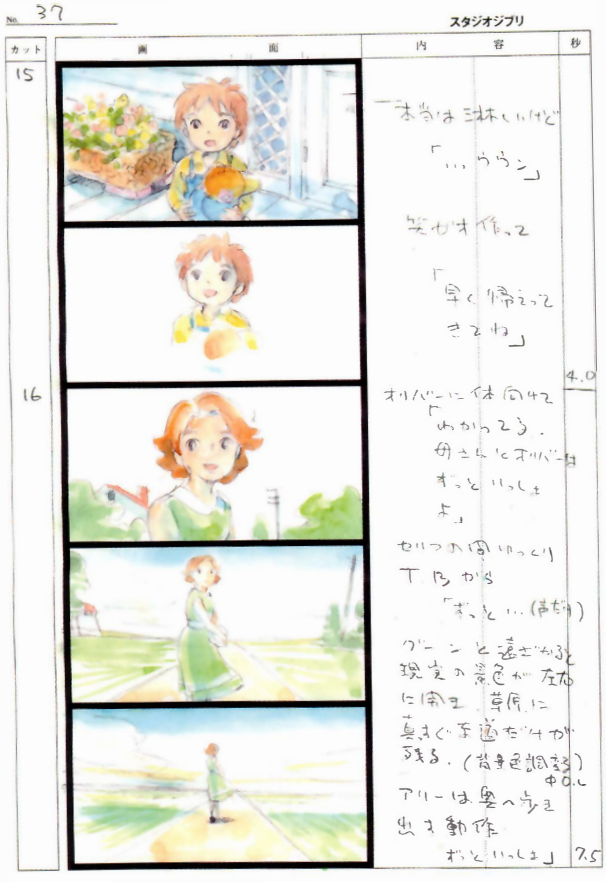
[Artist: Yoshiyuki Momose]

Here you can see some of the animation storyboards from the Crypt Casino's RIP room. The headings indicate which Mem-O-Vision animated scene the storyboard belongs to.

"A Test Drive Ends inTragedy" Storyboard

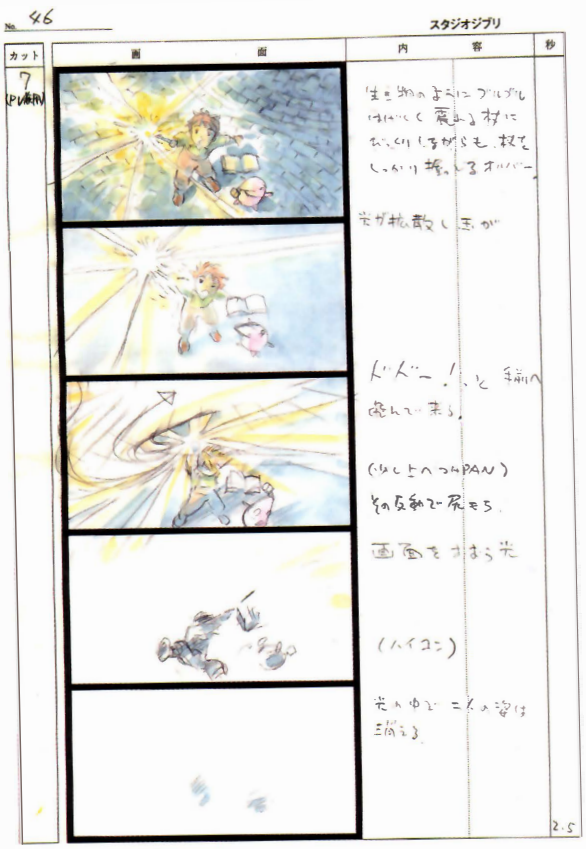


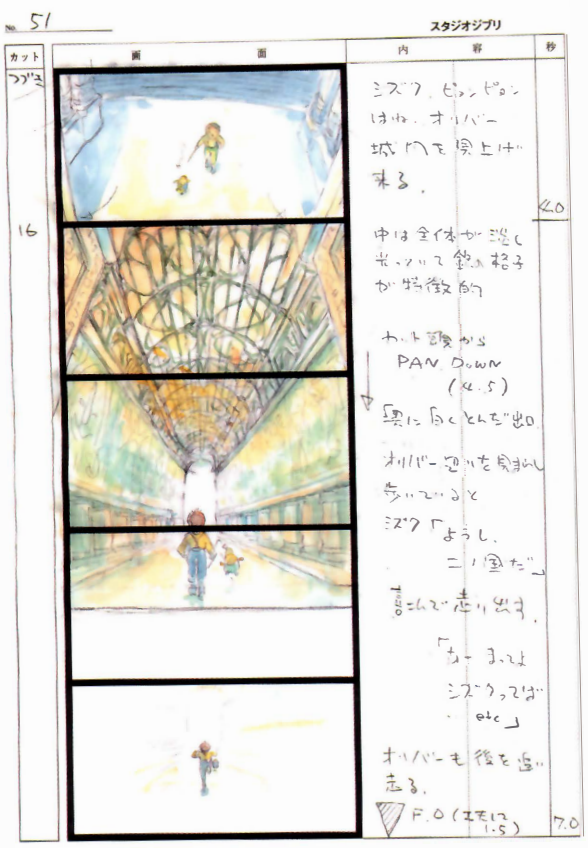
"Drippy Makes His Entrance" Storyboard



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"A Gateway to Another World" Storyboard





"Another World!" Storyboard



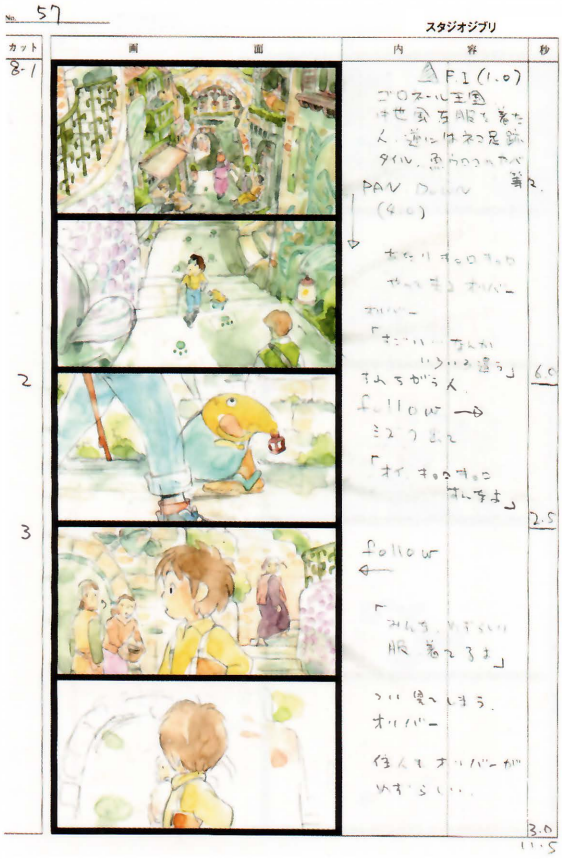


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"Oliver's First Familiar" Storyboard

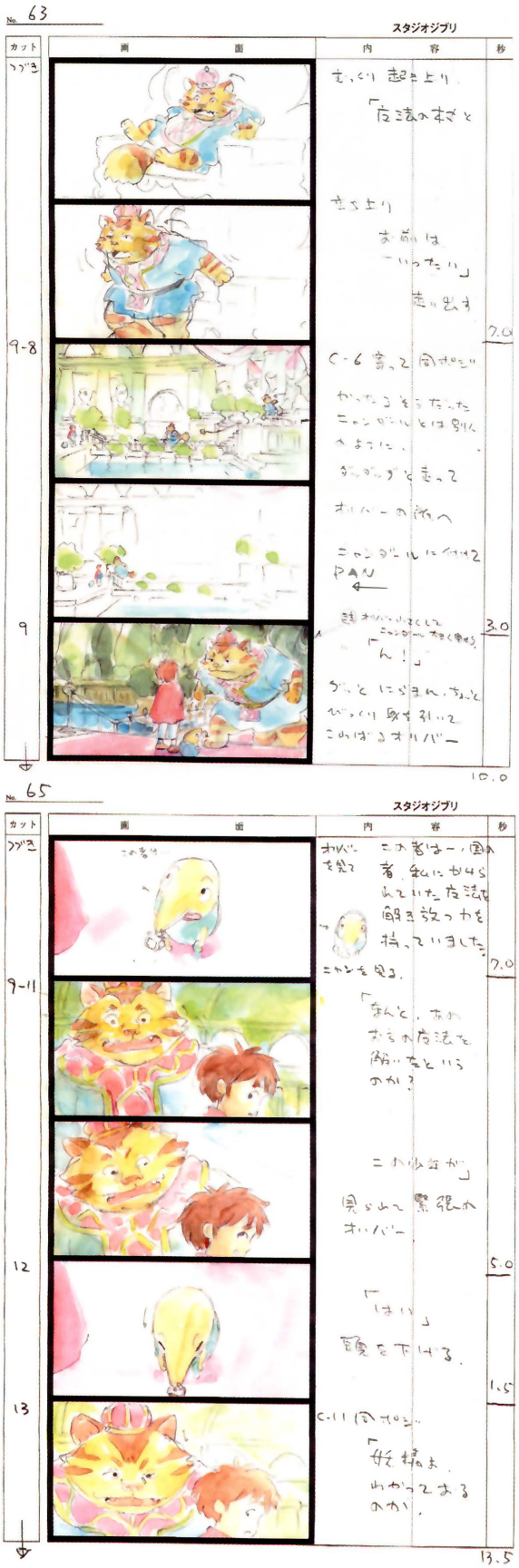


"A Curious New Kingdom" Storyboard



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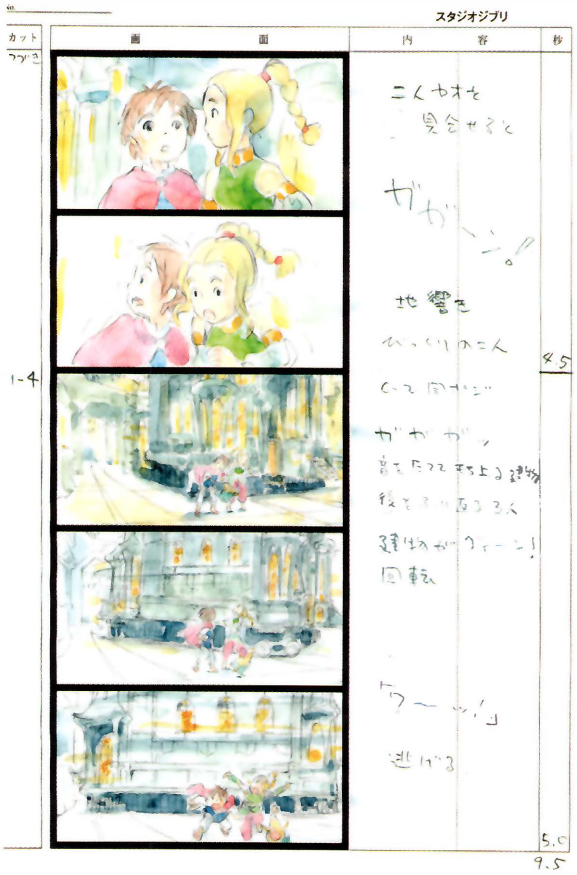
"An Audience with the Cat King" Storyboard

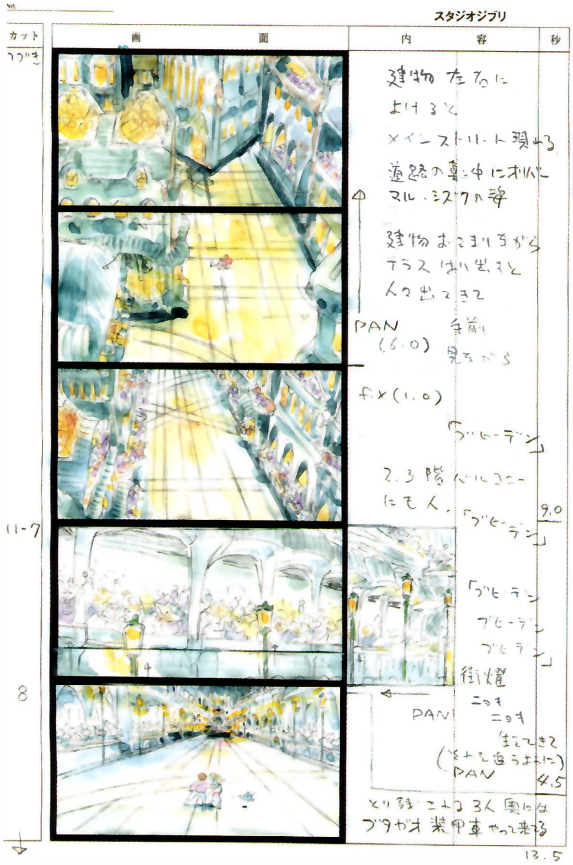


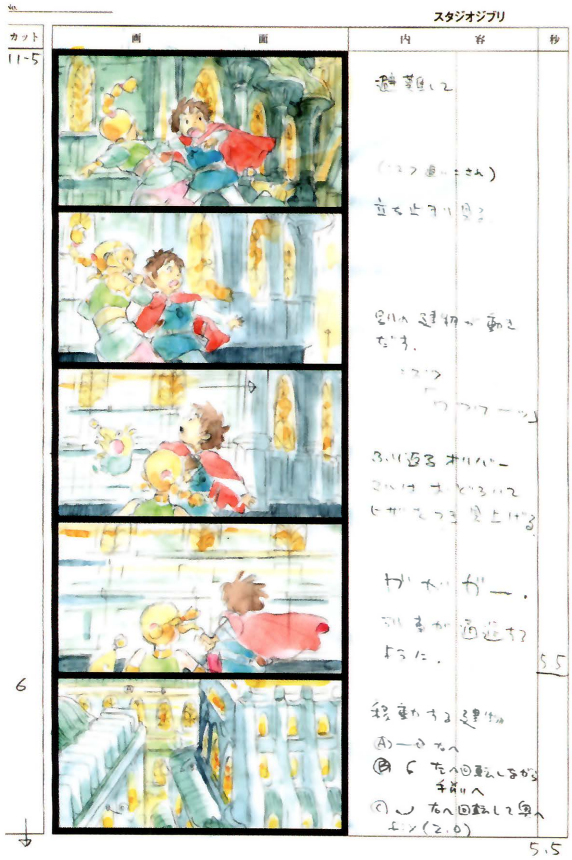
"The Cowlipha's Giant Appetite" Storyboard

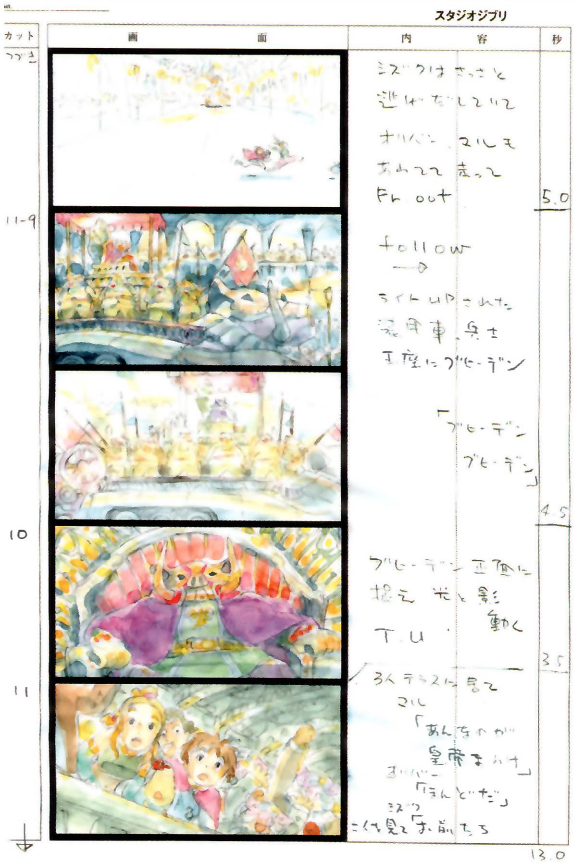


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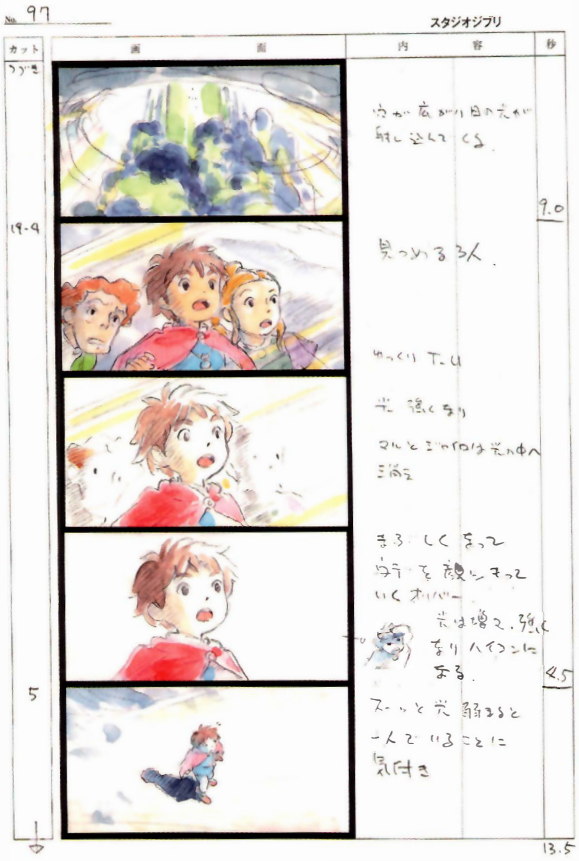


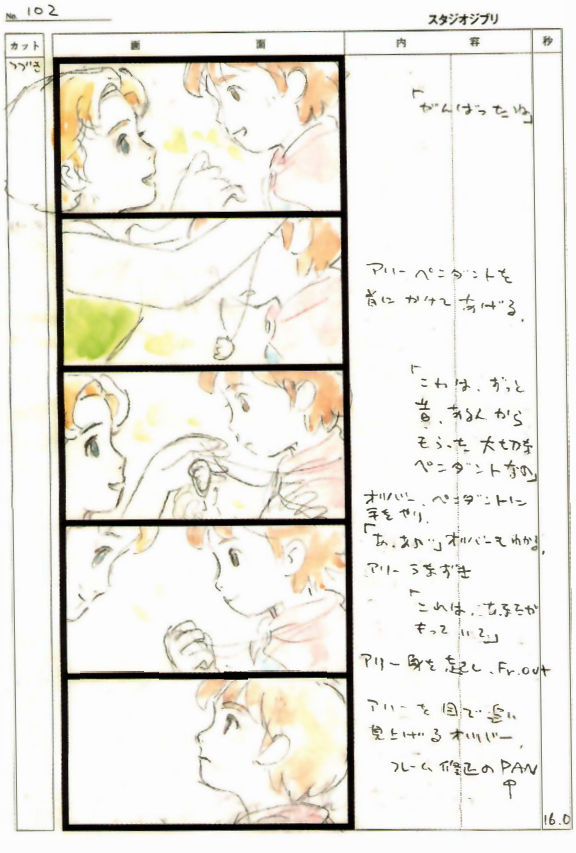


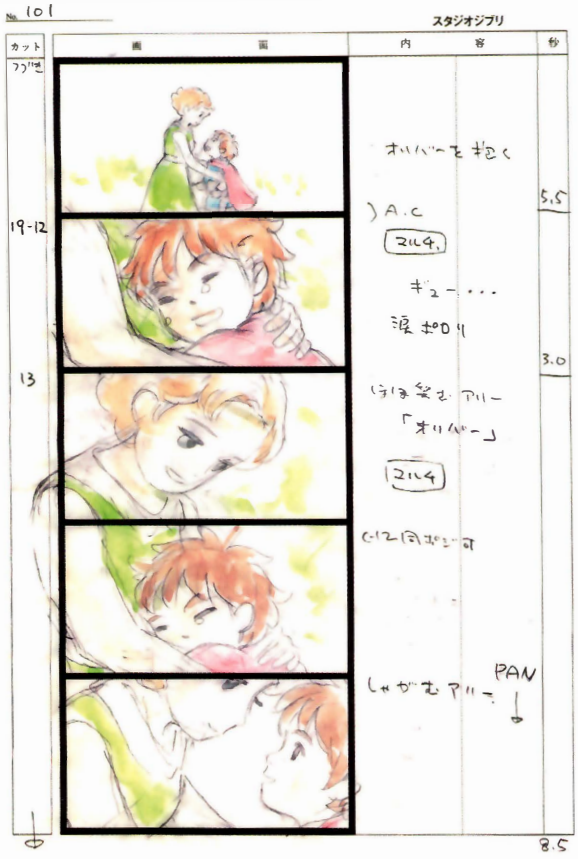


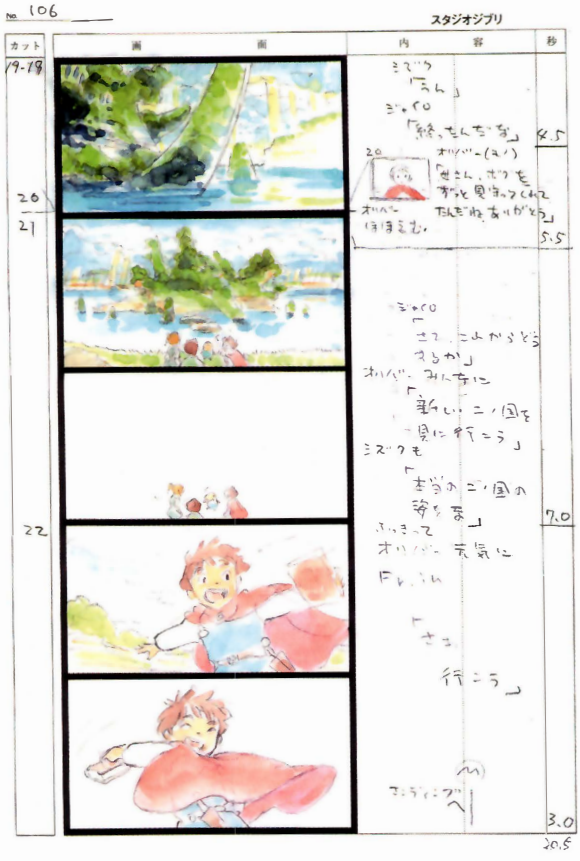
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"Farewells and New Beginnings" Storyboard









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PRIMA Official Game Guide

By Howard Grossman

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